RULES

HOSTILE

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HOSTILE Rulebook is a gritty science-fiction roleplaying game designed to be used with its companion volume, the **HOSTILE** Setting.

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HOSTILE

Operating Rules Policy Document 11th Edition

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THARSIS

MENU

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END. . . . . .

THARSIS

INCOMING MESSAGE 1

The future is not as optimistic and rosy as many SF writers had us believe. Space exploration is difficult, hard and dangerous and the thriving interstellar society made up of hundreds of populated planets never materialized. Instead space is the preserve of the big corporations that focus on extracting minerals, oil and other raw materials from the extra-solar planets and moons to be shipped back to Earth in order to support the vast populations there.

Space is not a place for tourists or fortune-hunters; it is a hostile and brutal frontier, where blue collar men and women work hard, rely on nobody but themselves, risk death every day and face the Unknown. And out here the Unknown is real – it is horrific: there are rumours of the disturbing side-effects of hyperspace, of ancient horrors entombed on icy moons, and of monsters – killer aliens, perfectly evolved to survive the hostile wastes of space – at any cost.

People live and work on settled Off-World colonies, of course, but they work hard and they work for the big corporate concerns. There are settlements full of miners and their families, there are drilling rigs, refineries, science outposts, logging camps, vast open cast mines, production and maintenance facilities. Think of it almost as Alaska-in-Space, with the crews of the star freighters playing the role of the Ice Road Truckers… None of these habitable worlds is a paradise and most aren't even remotely Earth-like; there is always a kink that makes life tough, whether it's the biosphere, the seasons, the radiation, the atmosphere, or one of a score of other deadly effects. Like the recruiter told you, 'it's a hostile universe'.

Welcome to the HOSTILE Rulebook. What is this thing?
HOSTILE is a near future roleplaying setting that was first published in 2017. It emulates the gritty, uncompromising science fiction of the late-Seventies and early-Eighties; movies like Alien, Outland and Bladerunner. To play within the setting, a set of roleplaying rules called Cepheus Engine was needed, or else a copy of the classic 2D6 SF rules that Cepheus Engine was actually based on. So much setting material was included in the 2017 **HOSTILE** book (338 pages in the print book) that there was simply no room to include those rules as well.

This **HOSTILE** Rulebook, however, publishes all of the rules needed for anyone interested in playing within the gritty **HOSTILE** setting. It forms a companion rulebook, with the rules tailored to both the setting and its assumptions. Some additional rules have been added from later supplements, and there are a small number of sections duplicated from the Setting book – purely for completeness.

WHAT DO WE DO?

Player characters in **HOSTILE** are spacers – people living and working in space who work as a 'crew' (a team) to get the job done. The referee and players should select a type of crew for the game they wish to play.

Colony Work Crew – Tough colonists, earning a living on an alien world and co-operating to overcome challenges from the hostile environment, alien attacks and unreliable equipment.

Corporate Investigation Crew – Skilled troubleshooters for the company back on Earth, they are investigators and problem-solvers, ensuring that corporate assets out in the Off-World colonies remain profitable.

Freelance Mining Crew – Miners and skilled equipment operators moving from job to job, fixing problems, extracting the unextractable, and carrying out search and rescue operations.

Commercial Starship Crew – Star freighters keep the colonies and mines supplied and salvaging wreckage and equipment from deep space. Their crews are isolated, facing problems and horrors that only they can resolve.

Resource Exploration Crew – Explorers deal with the Unknown on a daily basis. They survey worlds for colonisation, locating sites for mines and settlements whilst dealing with extreme environmental hazards and the inevitable attacks of hostile organisms.

Marine Corps Squad – When colonies are in crisis, the Marine Corps goes in, guns blazing. They might be dispatched to deal with a civil war, uprising, terror incident or deadly alien incursion. You'd better have enough ammo because resupply is weeks away.

A broad range of character careers are described later, and each crew will be made up of one more of these career types.

WHAT IS ROLEPLAYING?

If you are new to roleplaying, you might be asking yourself, 'What is a roleplaying game?' A roleplaying game (sometimes abbreviated to 'RPG') is a game in which the players who are sat around the table assume the roles of characters in a fictional setting. Each player take responsibility for narrating the actions of their own character inside an open-ended story. Actions taken within many games succeed or fail according to a system of rules using dice for arbitration.

A session of **HOSTILE** play is conducted through this type of discussion. One player, the referee, usually arbitrates any decision based on the current plot situation and rules, and presents the setting of the game. Meanwhile, each of the other players plays the role of a single character. Together, the referee and players create a story, much like the way many of us used to create stories as young children, except with a few more dice and more structure. One player has to take on the role of referee, only he or she knows the true plot of the story, although these stories or 'scenarios' are always unresolved and open-ended. The referee never creates an ending for the scenario because it is the actions of the characters, decided by the players, that will determine how most of the plot and particularly its ending, will be resolved.

Playing a session using the **HOSTILE Rulebook** resembles verbally acting out scenes from a gritty sci-fi horror or thriller movie. Game sessions can last from short sessions of an hour or two, all the way up to marathon games covering most of a weekend. However, an average game session tends to run three to five hours. Over the course of a session, the player character crew pursues its goal (kill the alien, escape from the planet, etc.). Some goals can be resolved quickly, within a single session, whilst others may take place in multiple acts spread out over several sessions.

What Do We Need?

To play, you need a copy of the **HOSTILE Rulebook** and the **HOSTILE Setting** book; several six-sided dice; a character sheet for each player; pencils and a few sheets of notepaper for the players.

The Referee

Within the **HOSTILE** rules, one of the players is asked to assume the mantle of referee. The referee is the person who will act as an organiser, an arbitrator for questions regarding rules and a moderator for the gaming session. The role of the referee is to weave the other participants' player character stories together, control the non-player aspects of the game, create environments in which the players can interact, and solve any player disputes.

The Characters

A player character (PC) is a fictional character in the game whose actions are directly controlled by one of the players. The characters that are *not* controlled by a player are called non-player characters (NPCs); these are instead typically controlled by the referee. Using the character creation rules in this book, a player will create a character reflecting the sort of role they'd like to have in the crew. Each character possesses a unique combination of skills and attributes that are given numerical values for use within the task resolution system (see below).

YOUR PRIMER

Whenever your character attempts an action with a good chance of failure, do the following:

1. Roll two six-sided die (abbreviated 2D6).
2. Add any relevant modifiers (for things like skills, difficulty and circumstances).
3. If the result equals or exceeds 8, the action succeeds. If the result is lower than 8, the action fails.

This simple system is used for nearly everything in **HOSTILE**, with variations based on the modifiers added to a roll and the effects of success and failure.

Careers

Crews are made up of individual characters from different careers. These careers fit the harsh, colonial frontier setting and provide skills as well as opportunities for advancement and improvement. The referee may allow players to design their characters by selecting skills offered by the career, or may want them to roll randomly to determine that character's progress through the career. Both character creation methods are explained in **Chapter 3: Characters & Skills**. Characters are assumed to still be in employment with their selected career as the game begins.

Skills

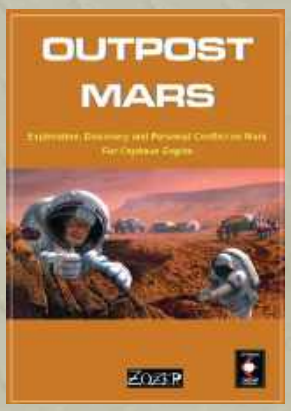
Skills represent training in a particular sort of task or knowledge, everything from starship engineering, bribery, piloting a starship and reprogramming a computer. Someone trained in bribery has a much better chance of gaining access to some off-limits area by bribing a corporate security guard, for instance, than characters without the skill. Skills are measured in levels, reflecting how much training and experience a character has in the skill. When recording skills and their levels, the skill name is written first, followed by a hyphen, and then the number of levels that the character possesses in that skill. For example, Electronics-2 means that the character has two levels of Electronics skill. Each skill level represents several years' worth of education, training and on-the-job experience with that skill. The level will act as a bonus on task resolution rolls if the task requires the use of that skill.

Characteristics

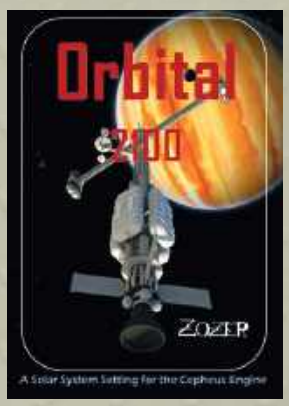
Every character is defined by six basic characteristics that define what they are capable of doing. These characteristics are Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing. They each have a numeric characteristic score, ranging from 2 to 12, with 7 the average for a normally capable human. As part of creating your character, you will determine how strong, smart, and tough your character is by randomly rolling their characteristic scores. See **Chapter 3: Characters & Skills** for more information.

THE HOSTILE LINE OF BOOKS

HOSTILE's history, corporations, agencies and assumptions are shared by several other games published by Zozer Games. Whilst **HOSTILE**'s focus is on gritty and unrelenting sci-fi horror, these other games embrace different genres each with their own unique ideas and goals.



2030 – Set on a newly colonized Mars, this is about scientists struggling to do their job amidst a highly political landscape and the discovery of alien ruins.



2100 – Earth is now united and engaged in a solar system Cold War with Luna. The technology is realistic and familiar to any NASA engineer or fan of *The Expanse*. Characters are astronauts, colonists or corporate trouble-shooters.

2225 – No longer united, Earth has developed the hyperdrive and begun colonizing star systems to provide critical raw materials for a dying Earth. Life in the colonies is harsh and dangerous. **HOSTILE** is a gritty horror game.

2225 – What is life like on Earth within the **HOSTILE** setting? This is a fast-paced cyberpunk look at high-tech Japan and the corporate wars that are being waged by street samurai and console cowboys. Inspired by William Gibson's *Neuromancer.*

Current list of HOSTILE books and supplements

Alien Breeds
A book of terrifying xenomorph types, with an adventure and detailed colony.

Colonial Freighter
A 5,000 ton colony support ship, fully planned and detailed.

Colony Builder
Create and run colonies within the **HOSTILE** setting.

Crew Expendable
A campaign book for interstellar haulage and transport. Includes the Harbinger class freighter.

Dirtside
Survival rules, along with comprehensive wilderness travel guidelines.

Explorers
Equipment, vehicles and rules for long range exploration missions.

Gunships and Shuttles
Details, images, specs and deckplans for most of the small craft in the setting.

Hostile Gunlocker
An expanded look at the firearms of the **HOSTILE** setting. Illustrated in colour.

Hostile Solo
How to play Hostile alone - one player running a crew of characters on the frontier. (2022 release)

Hostile Technical Manual
The how and why of the setting's retro technology. Complete with technical diagrams!

Hostile Tool-Kits
A free compilation of equipment from all the books and supplements.

Hot Zone
An adventure on an uninhabited desert planet, in search of a lost hyperspace probe.

Marine Handbook 2215
The essential US Marine Corps manual, with weapons, vehicles, uniforms and campaign suggestions.

Outpost Mars
Although set in 2030, this book has plenty of useful material on Mars and its colonies.

Pioneer Station
An adventure set on a small Pioneer space station. Includes complete deckplans.

Roughnecks
A campaign book for interstellar mining and prospecting. Includes the Leopold class mining rig.

Synthetics
The world of androids and force-grown clones.

Zaibatsu
The high-tech side of the setting, life as a corporate troubleshooter on the streets of Tokyo. A self-contained RPG.

GAME TERMINOLOGY

The **HOSTILE** Rulebook uses certain words and abbreviations throughout the rules system. The following serves as a guide:

2D6: Two six-sided dice, used to resolve most actions in **HOSTILE**.

Action: A character activity.

Adventure: A story created by the referee and players, comprised of a series of related scenes or encounters. Also referred to as a 'scenario'.

Attack roll: A skill check used to determine whether an attack hits during combat.

Attack: Any of numerous actions intended to harm, disable, or neutralize an opponent.

Bonus: A positive modifier to a die roll.

Campaign: A series of linked adventures or scenarios, often featuring the same set of player characters.

Character: A fictional individual in the game. The players control characters, whilst the referee controls non-player characters.

Characteristic modifier: These are modifiers to some task rolls that are based on the characteristics of the player character. A high Intelligence characteristic, for example, benefits from a positive characteristic modifier which is applied to an intelligence-based task, as required.

Characteristic score: One of the six basic character traits -- Strength (Str), Dexterity (Dex), Endurance (End), Intelligence (Int), Education (Edu) and Social Standing (Soc).

D66: A special die roll generated by rolling two six-sided dice of different colours (or rolling one die twice, noting each number rolled), multiplying the first die by 10 and then adding the second die, to create a number between 11 and 66. This is most often used when rolling to find an entry on a long list of things.

Damage: Harm caused to a character by injury, illness, or some other source. Often noted as a number of six-sided dice.

Dice modifier (DM): A modifier applied to a check or roll.

Die (plural is dice): A small polyhedron, typically a cube, with each side having a different number on it, ranging from one to the number of sides of the polyhedron, thrown and used in gambling and other games involving chance. The **HOSTILE Rulebook** uses six-sided dice exclusively to create random results during play.

Difficulty: A modifier applied to a check that is assigned by the referee, reflecting the relative ease or difficulty of a given action.

Dollar ($): The primary unit of currency used in **HOSTILE,** with an approximate buying power equal to a US dollar today. For millions of dollars, the abbreviation 'M' is used as a suffix (e.g. $3.4M)

Durability Points: A measure of how much damage an object can take.

Dying: Unconscious and near death, a dying character can take no actions.

Effect: The difference between a rolled result and the target of 8 (i.e. how much higher or lower the result is).

Encounter: An unexpected or casual meeting with someone or something. A large part of the referee's job is the administration of encounters.

Exceptional failure: Any roll that fails by 6 or greater (i.e. has an Effect of -6 or worse).

Exceptional success: Any roll that succeeds by 6 or greater (i.e. has an Effect of +6 or better).

Extended action: An action in combat that takes longer than a single combat round to complete.

Grapple: An unarmed attack involving a wrestling move.

Homeworld: The world that serves as a character's place of origin, usually the world on which the character was raised and which had the most impact on their development during their childhood.

Hull Points: A measure of how much damage a vehicle, spacecraft, drone, robot or android can take before being disabled.

Hyperspace: An alternate dimension, used by starships to take 'short-cuts' through interstellar space and allowing the ship to travel from one star to another faster-than-light.

Hyperspace point: One of many weak points in space surveyed by robot probes that allows a hyperdrive-equipped starship to punch its way in and out of hyperspace. There are several hyperspace points identified in all of the star systems of the American Sector; pilots typically navigate to the nearest one available.

Mainworld: The primary world of a star system; the world represented by the UWP in a list of worlds for a given region of space.

Melee attack: A physical attack in close combat – hand-to-hand combat.

Melee weapon: A handheld weapon designed for close combat.

Minor action: An action so fleeting that it does not require a full combat round to complete, such as checking the time, looking through a window, turning around, falling prone, shouting a warning, etc.

Modifier: Any bonus or penalty applied to a die roll.

Natural: A natural result on a roll is the actual number appearing on the die, not the modified result obtained by adding bonuses or subtracting penalties.

Non-lethal damage: Damage that can potentially stun or knock out a target, but does no permanent harm.

Non-player character (NPC): A character controlled by the referee (as opposed to a character controlled by a player).

Non-starship: A spaceship without a hyperdrive and thus incapable of interstellar travel on its own.

Patron: A non-player character who gives financial or other support to a person, organization, cause, or activity. Referees often use patrons as a tool to attempt to engage player characters in adventures.

Penalty: A negative modifier to a die roll.

Player character (PC): A character controlled by a player, one of the protagonists of an adventure or campaign.

Ranged attack: Any attack made at a distance, including gunfire and thrown attacks.

Ranged weapon: A firearm or thrown weapon designed for attacking at a distance.

Referee: The one player who portrays characters not controlled by the other players, arbitrates the rules and makes up the story and setting for the game.

Roll: A method of deciding the result of a character's action. Rolls are based on a relevant ability, skill, or other trait. To make a roll, roll 2D6 and add any relevant modifiers. If the roll result equals or exceeds a target of 8 or the result of an opponent's check, it succeeds.

Round: A six-second unit of game time used to manage actions, usually in combat.

Significant action: An action intended to do something within about 3 or 4 seconds. You can perform a single significant action per round.

Seriously wounded: If you have two Characteristics reduced to 0, then your character is seriously wounded suffering bleeding or other trauma. They are knocked out for around 10 minutes and will begin to deteriorate after an hour if receiving no medical aid. This doesn't look good …

Skill: An ability to perform a set action, such as navigating a starship, operating a rifle, or programming a computer. Skills are attained in levels (Navigation-1, Computer-2, etc.); the higher the level of a skill, the more expertise a character has in that area. Level-3 is considered to be quite an expert. Many different individual skills are available to characters.

Small Craft: A vessel under 100 tons, capable of only interplanetary, not interstellar travel.

Standard Day: A unit of time that is 24 hours long.

Standard Year: A unit of time that is 365 Standard Days in length.

Starport: A port where interstellar and interplanetary vessels load or unload, are repaired and refuelled. Sometimes also referred to as a spaceport, landing field or downport.

Starship: A spaceship with a hyperdrive, capable of interstellar travel on its own.

Structure Points: A measure of how much damage a disabled vehicle, spacrcraft, drone, robot or android can take before being destroyed.

Target: The intended recipient of an attack, action, or effect.

Tons and Tonnes: In **HOSTILE**, a standard 'ton' is a unit of *volume or displacement*, approximately 500 cubic feet or 14 cubic meters in size (sometimes abbreviated to dton). A tonne is a metric unit of *mass*, equal to 1,000 kilogrammes.

Trained: Having knowledge of, and therefore levels in, a skill.

Unarmed attack: A melee or hand-to-hand attack made without a weapon.

Untrained: Having no ranks in a skill. Some skills cannot be used if untrained. Unskilled skill checks usually suffer a DM-3 penalty.

UPP: Universal Personality Profile – a single line alphanumeric entry describing the most important attributes of a character, accompanied by a list of skills they possess.

UWP: The Universal World Profile, a single line alphanumeric entry describing the most important attributes of a world.

Vessel: General term used for starships, small craft, or vehicles as a general inclusive group. Most commonly, it refers to any vehicle or ship capable of interplanetary or interstellar travel.

World: A generic term in the **HOSTILE** rules for any asteroid, moon or planet represented by a Universal World Profile.

Using Zaibatsu with Hostile

The cyberpunk game called Zaibatsu shares the same universe as **HOSTILE**, but as part of its genre-emulation, it cuts down both the character creation and combat rules for fast-play action. Integrating the Zaibatsu book with the **HOSTILE** rules is pretty easy, though.

Characters: Create all the characters as **HOSTILE's** Corporate Agents. Still choose a Concept from Zaibatsu though, and take the listed skill at Level-1 as an automatic skill at Rank 0. Also take the free Gear on offer. Remember to Personalize your completed corporate agent and give him a Shady Past and Retrogenics. Muster out as normal.

Zaibatsu Rank: Do not use the Zaibatsu Rank table or Promotion Points, your PC Corporate Agents from **HOSTILE** will be of different rank, unlike Zaibatsu agents who all begin the game at rank 1. If the referee is willing, however, all the characters *could* start the game at Rank 1 - run through **HOSTILE's** Corporate Agent career and stop the process when the character either reaches the end of his fourth term or is promoted to Rank 2 (in which case the character reverts to Rank 1 and musters out at the end of the term). If everyone begins at Rank 1, then the Promotion Point system and Zaibatsu Rank table can still be used.

Combat: Use the personal combat rules in this book.

Technology: Use the cyberspace and retrogenics rule from the Zaibatsu book, they are a crucial part of the setting.

GAME SYSTEM 2

The characters will face dangerous situations with the odds stacked against them and no help expected from the authorities. Decisions made and actions taken might well be prove fatal. We don't let the players themselves decide if their characters succeed or fail, neither do we give this power to the referee. We often let the dice decide – it's the only way to be sure of some impartiality. Right? For tasks that could be considered easy or routine or without stress (cycling an airlock, for example), the referee may just declare the attempt to be a success. Where tasks are carried out under stress, with haste, under trying conditions or opposed by some other force, then we turn to the dice.

TASK RESOLUTION

When you have to resolve a task using dice, it will typically involve a 2D6 roll plus modifiers, against a target of 8+ (read that as eight or higher). You always want to roll high on a task roll. It is the referee who will generally ask a player to 'roll the dice' to resolve a situation. We use 2D6 to make task resolution rolls, there are four kinds:

- Skill Rolls (patch a leaking spacesuit using a skill bonus)
- Characteristic Rolls (climb that cliff using a characteristic bonus)
- Attack Rolls (attack with a weapon using a weapon skill bonus)
- Perception Rolls (spot something unusual or hidden using Recon skill and Int bonus)

SKILL ROLL 8+

A skill roll determines what your character can accomplish with a particular skill. It is a roll of 2D6, with your skill level (if possessed) added on, increasing your chance of success. Finally, a Die Modifier reflecting the difficulty of the task will be applied. The aim is to gain a roll of 8 or more. That is a success. Skill rolls sometimes have gradations of success and failure based on the Effect of your check result (how much higher or lower your check result is when compared to the target of 8). See the section titled Difficulty & Effect, below. If a character does not have any levels in the required skill, then he or she suffers a –3 penalty for being unskilled.

CHARACTERISTIC ROLL 6+

A characteristic roll is very like a skill roll but instead it measures raw ability, like strength, endurance, or intelligence. These rolls are used when the task is one not covered by an obvious skill, or where the character's innate abilities are the most important influence on the result. To make a Characteristic roll, you must roll 2D6 and add the appropriate characteristic score modifier. Most rolls are Routine (+2), but some may be Average (0) or even Difficult (-2). Characteristic modifiers are explained in **Chapter 3**.

ATTACK ROLLS 8+

An attack roll determines whether or not you hit an opponent in combat. An attack roll is essentially a skill roll, using your skill levels in a relevant combat skill as a modifier. There are some additional rules involved in combat, and these are found further on in **Chapter 5: Personal Combat.**

CHARACTERISTIC MODIFIERS

Characteristic	0-2	3-5	6-8	9-11	12-14	15+
Modifier	-2	-1	-	+1	+2	+3

PERCEPTION ROLL 8+

The referee may offer a character the chance to notice something useful or potentially dangerous in or out of combat. This calls for an Average (0) Recon roll, adding the Int characteristic modifier, and will vary in difficulty based on lighting, distance to the thing being spotted and so on. Characters sprinting will not be able to make perception checks. In combat, the initial combat encounter will be determined by a group perception roll, see Initiative in **chapter 5**.

DIFFICULTY

A task's Difficulty is a number set by the referee that modifies your task result. When no Difficulty is given, the assumed Difficulty is +0. So, for a task with a Difficulty of -2, you must subtract -2 to the check result. You succeed on a total of 8 or better. The list of Difficulty ratings can be found below:

Difficulty	DM	Example: Driving a Car
Routine	+2	Starting it while under stress
Average	+0	Swerving to avoid a crash
Difficult	-2	Handbrake turn to throw off pursuer
Very Difficult	-4	Putting the car on two wheels
Formidable	-6	Jumping the car from one roof to another

Effect

In some cases, the consequences of a roll vary based on how much the result is above or below the target of 8. The difference between the result and the target of 8 is called the Effect. If the Effect is 6 or higher, the check is considered an Exceptional Success. When the Effect is -6 or lower, the check is considered an Exceptional Failure.

Effect	Degree of Success
-6 or lower	Exceptional Failure
-1 to -5	Failure
0 to +5	Success
+6 or higher	Exceptional Success

In combat, damage inflicted is increased by the Effect of the attack, and both first aid and surgery use the Effect to determine how much healing takes place (see **Chapter 5: Personal Combat**). The referee, however, may come across other situations in which the Effect can play a crucial part. Perhaps a Recon roll gains several points of Effect, providing the player character with extra pieces of information or the amount the roll was failed by during gas giant refuelling provides a sliding scale of just what when wrong, see p. 131. In any Opposed roll (see below), the character with the highest Effect wins that contest, whether it be arm wrestling, fast drawing, vehicle racing or whatever. In a similar way to Aiding Another (see below), there are some circumstances where one character's task result may influence the task of another character (such as a character with Streetwise trying to set up a Snakeheads deal for another character with Broker skill). The Effect rolled can, in some non-combat circumstances, be added to the second character's roll as a DM (whether positive or negative!).

OTHER SITUATIONS

Aiding Another

Sometimes characters work together and help each other out, carrying a stretcher or battering down a door. The referee imposes a minimum number of people required for the task. The task might be impossible if that number isn't met or the referee may impose a negative DM.

A standard one-man task might benefit from assistance from another character if the referee allows. In this case, one character (usually the one with the highest skill) is considered the leader of the effort and makes the check normally, while each helper makes the same check. The Effect of a helper's dice roll can provide either a bonus (DM+1 with a successful result, DM+2 with an Exceptional Success) or a penalty (DM-1 with a failed result, DM-2 with an Exceptional Failure) to the leader's check result. In many cases, outside help isn't beneficial, or only a limited number of helpers can aid someone at once. The referee limits aid as appropriate for the task and conditions.

Jack-of-All-Trades skill allows an *unskilled* character to aid another using their JoT skill as a bonus, rather than the skill required by the task.

Circumstance Modifiers

Some circumstances make a roll easier or harder, resulting in a bonus or penalty that is added to the result. A character might benefit from useful gear or tools (+1 or +2), or suffer a penalty based on lack of tools (-1 or -2). There may be other hampering factors such as a sandstorm, darkness, fog, heavy rain, etc. which will impose a negative DM up to -5.

Multiple Actions

A character can try to do two or more things at once, like firing a spacecraft's weapons while also flying, or disarming a bomb while hiding from guards. For every extra thing that the character is doing, he suffers a –2 DM to all skill rolls.

Opposed Rolls

If two characters are opposing each other directly in a task, then the character who obtains the highest Effect wins. For ties on opposed checks, the character with the highest relevant characteristic score wins. If the characters tie on characteristic scores, they reroll.

Trying Again

In general, you can try a task again if you fail and keep trying indefinitely. Some tasks, however, have consequences for failure. For example, failing an Engineering roll while stopping a fusion reactor going critical probably means it cannot be stopped and you need to get to minimum safe distance. Such tasks just can't be attempted again once a roll has failed. For most tasks, once you've succeeded, additional successes are meaningless. (Once you've fixed a broken radio using the Comms skill, for instance, there's no further benefit from additional Comms checks.)

Time and Checks

Outside of stressful situations such as combat, performing a particular task often takes a set period of time, depending on circumstances. The referee should let the player know how long it will take to carry out the task. At other times the referee can let the dice decide, using a D6 to represent 1-6 seconds, minutes or hours…

You can choose, before you roll, to move up or down one or two rows on the Time Frames table. Moving up (reducing the time increment) gives you a –2 DM for every row you move; moving down and increasing the time taken gives you a +2 DM for every row you move. Your referee will help adjudicate any issues that might arise from a change in the time frame.

Time Frame	Base Increment
1D6 seconds	One second
1D6 rounds	One personal combat round (6 seconds)
1D6 minutes	One minute (60 seconds, or 10 personal combat rounds)
1D6 kiloseconds	One kilosecond (~16.67 minutes, or one space combat turn)
1D6 hours	One hour (60 minutes)
1D6 days	One day (24 hours)
1D6 weeks	One week (7 days)
1D6 months	One common month (30-31 days)
1D6 quarter	One quarter (3 common months)

CHARACTERS 3

The characters together make up a work crew that has a purpose, an employer and a mission. There are various types of crew the referee and players could choose, and their choice will determine the entire tone and content of the games they play. The available character crews are:

- **Colony Work Crew**
- **Corporate Investigation Crew**
- **Roughneck Crew**
- **Commercial Starship Crew**
- **Resource Exploration Crew**
- **Marine Corps Squad**
- **Private Military Contractors**

SELECT YOUR CREW

Colony Work Crew – The players are a work crew on a colony. They might struggle to maintain the infrastructure, deal with unreliable equipment and survive the harsh environment. They might be a crew of lumberjacks, ranchers, wildcatters or local homesteaders; or they might be the key decision makers and leaders of the colony. Careers: Colonist, Technician, Ranger, Physician, Marshal, Roughneck, Corporate Agent.

Corporate Investigation Crew – PCs are corporate agents, bodyguards, investigators and technical experts who are dispatched to the Off-World colonies in order to investigate and then solve problems. Each mission is different from the last, each involves travel to alien worlds and each mission invariably involves danger. ***Careers:*** Corporate Agent, Corporate Executive, Marshal, Technician, Scientist, Physician, Rogue.

Roughneck Crew – A group of experienced miners and oil-drillers might hire themselves out as troubleshooters; these crews may include roughnecks and technicians, perhaps a spacer or colonist and maybe even a corporate exec as a manager. They are called in to deal with difficult, unusual, dangerous or illegal situations involving mining, colony construction and oil drilling. ***Careers:*** Roughneck, Technician, Commercial Spacer, Colonist, Ranger, Scientist.

Commercial Starship Crew – This commercial starship crew has a ship and hire it, and themselves, out (a 'wet' lease) to undertake charters, salvage operations and special one-of-a-kind missions. Sometimes it's just hauling cargo because the regular freighter is unserviceable. More often the cargo is hazardous, or has to go somewhere off the beaten track, or it is dangerous or illegal. The crew don't ask questions and their lives (and the missions themselves) are varied, interesting and not without danger. ***Careers:*** Commercial Spacer, Technician, Military Spacer, Scientist.

Resource Exploration Crew – Corporations are always looking for the next big find of exploitable worlds and employ exploration teams to survey and scout out new star systems as well as the hundreds of remote moons and planets in systems scattered throughout human-colonized space. They are on their own, however, and so explorers must be tough, resourceful and skilled. They will encounter many hazards, some of which may be horrific in nature - the universe is full of nasty surprises… ***Careers:*** Survey Scout, Roughneck, Technician, Colonist, Scientist, Commercial Spacer.

Marine Corps Squad – Throughout the American Sector of space, hostile threats to colonists, corporations and commercial starships are often met with a military response. The US Marine Corps is equipped with state-of-the-art dropships, advanced combat rifles, missiles and scanners and has a track record of dealing with all manner of violent situations. Interstellar hijackings, terror situations, uprisings, colonial insurgencies and inter-colony strife may all result in Marine Corps intervention. In addition there are the many hostile exomorph (alien) organisms that threaten the safety of colonists and ship crews. Some of these exomorphs are really nasty. ***Careers:*** Marine, Marshal, Military Spacer, Technician, Corporate Agent.

Private Military Contractors – In a universe dominated by large corporations, and where the US military cannot be everywhere at once, private military contractors (PMCs) thrive. PMCs do employ military veterans, but they train them, equip them and then have them sign up to contracts which are honoured by both PMC and client, even then, they struggle to distance themselves from the label of 'mercenary'. A PMC security advisor has been honourably discharged, often having served several tours and at least a decade in the US Army or US Marines. He is a skilled professional and will

find himself supplementing US Marine forces in some brushfire war, or acting as security for some corporate project. The missions are diverse, and can range from protecting a colony from an alien predator, to retaking an installation that has been seized by terrorists.

Other crews are possible for use in specific types of scenarios. Referees might consider a Military Starship Crew, a Marshal Crew or even a Crime Gang.

CHARACTERISTICS

Characteristics measure a character's most basic abilities: how strong, dexterous, educated or intelligent they are. Characteristic scores influence almost everything your character does. Stronger characters can lift greater weights, more dexterous characters have better balance, and so forth. Characters have six abilities: Strength (Str), Dexterity (Dex), Endurance (End), Intelligence (Int), Education (Edu), and Social Standing (Soc). Strength, Dexterity, and Endurance are called physical abilities, whereas Intelligence, Education, and Social Influence are loosely termed mental abilities.

Strength (Str): Physical strength, fitness and forcefulness.

Dexterity (Dex): Physical co-ordination and agility, reflexes.

Endurance (End): Determination and stamina.

Intelligence (Int): Awareness and problem solving.

Education (Edu): Learning and general knowledge.

Social Standing (Soc): A character's status in society and ability to influence others.

Generating Characteristic Scores

Generating characteristics scores is done by rolling 2D6 for each characteristic. How these scores are allocated to the six characteristics differs based on whether the players are using random or designed character creation.

Characteristic Modifiers

Characteristic modifiers are applied to any task roll where a characteristic will play an important part. Climbing an uplink tower, for example, might require a 2D6 roll for 8+, with the player adding in his Dexterity modifier.

CHARACTERISTIC MODIFIERS

Characteristic	0-2	3-5	6-8	9-11	12-14	15+
Modifier	-2	-1	-	+1	+2	+3

Hexadecimal Notation

These rules use a form of pseudo-hexadecimal notation as a type of shorthand in noting specific values of characteristic scores. The 'pseudo' hexadecimal notation proceeds as normal for values from 0 to 9, but extends beyond 9 with letters replacing two digit numbers A for 10, B for 11, C for 12, etc.

Characteristic Score Limits

For player characters, a characteristic score may not typically exceed a maximum of 15, nor may a score drop permanently below 1 except under certain circumstances.

Altering Characteristic Scores

Over the course of play, your character's characteristic scores may change for the following reasons:

Physical damage, such as from combat, falling, disease or poison, temporarily lowers physical characteristic scores.
Mental trauma, such as head injuries, panic and drug problems, temporarily lowers mental characteristic scores.

SOCIAL STANDING AND TITLES

Social Standing	Title
10 (A)	Vice President
11 (B)	Senior Vice President
12 (C)	Executive Vice President
13 (D)	Senior Executive VP
14 (E)	Director
15 (F)	President
16 (G)	Chairman

In a **HOSTILE** universe higher levels of Social Standing equate to family connections with the wealthiest and most influential ('executive') levels of corporate power. These are executive ranks in the corporation, equating to 'governmental' positions. The Vice President ('A') is the highest non-executive title; and that rank denotes the head of a division/ department. At rank A and above, PCs should spend their comparative high wages mostly on their high cost of living (see p. 64).

EDUCATION

Education	Educational Experience
5+	High School
8+	Bachelors' Degree (BA or BSc)
9+	Masters' Degree (MA)
A	Doctorate (PhD.)
B	Doctoral Fellowship
C+	Multidisciplinary Expertise

Education represents knowledge and understanding about the world, with high levels standing for broad general knowledge or advanced academic interests such as geology, genetics or material science . As a very general guide, the Education value can be equated to standard educational milestones (see table). Industry training programmes, run by the Union of American Space Labour, the MRA and the ICC offer qualifications up to bachelor's degree level. Allow Education rolls if a character's career and backstory fit the subject; if it's general knowledge then anyone can make a roll. If it's quite specific academic information, then a roll should probably only be open to someone whose background can justify it.

Random or Designed?

Referee and players should decide whether to use Random or Design-based Characters.

Random character creation is a game in itself and challenges players with interesting character ideas they might not have thought of. You live with the cards you're dealt.

Design-based character design gives the players a character that they may already have in mind, perhaps inspired by a fictional hero from a book or movie.

BACKGROUND SKILLS

Before embarking on his career, the character receives three level-0 background skills, plus his Edu characteristic modifier. There are two types, Homeworld skills and Primary Education skills. The player spends their background skill awards on either type as desired.

Homeworld Skills

Growing up on a homeworld gave the character skills that depend on the planet's nature. Characters should either come from Earth or from an Off-World colony within the Near Earth Zone (the Core Worlds). Choose either homeworld origin or roll 2D6: 2-8 indicates Earth-borne, 9-12 indicates Off-World Colony.

Homeworld	Homeworld Skills
Earth	Ground Vehicle-0, Brawling-0, Streetwise-0, Carousing-0
Off-World Colony	Vacc Suit-0, Survival-0, Brawling-0, Vehicle-0

Primary Education Skills

A formal education from municipal academies or high schools, UCC-affiliated technical institutes, Youth Ranger Camps, ICO certification classes, computer-based learning, colonial militia training, etc. gives you a basic level of competence in various sciences and academic disciplines. Any character may choose a zero-level skill from the following list:

Primary Education Skills	
Administration-0	Investigate-0
Agriculture-0	Liaison-0
Comms-0	Mechanical-0
Computer-0	Medical-0
Electronics-0	Steward-0
Engineering-0	Survival-0
Gambling-0	

CAREERS

Characters gain experience by pursuing one of fifteen different careers. In designed character creation, the careers provide possible ranks to hold as well as a number of tables from which to select skills. The random character creation system, however, will utilize rolls for qualification, commission and advancement; these throws are characteristic throws. A throw of Int 8+ means 'make an Intelligence roll of 8+ to succeed, and add your Int modifier to the roll'. Randomly created characters gain more skills the longer they stay in character creation but at the risk of mishaps, injury or aging. In the random system, when a skill is gained, the player will select the skill table, but the roll will be random.

Career Descriptions

The following fifteen career paths will be fully detailed later in this chapter:

- **Android:** A bio-mechanical synthetic human, designed to carry out monotonous or hazardous tasks. There is a special player generation system for androids.

- **Corporate Agent:** A corporate 'fixer', a spy, a diplomat and deal-maker, who carries out the will of the corporation on the Off-World colonies.

- **Corporate Executive:** A powerful and wealthy senior officer of a corporation. Requires Soc A+ in order to qualify. Your Soc determines your starting rank.

- **Colonist**: Person relocated to a new world or settler on a new planetary colony.

- **Commercial Spacer:** Crewman or officer aboard a merchant transport starship.

- **Marine:** Member of the United States Marine Corps (USMC), trained to respond to threats in the American Sector. Also any modern soldier of 2225.

- **Marshal:** Either a US Federal Colonial Marshal or Deputy assigned to keep the peace on one of the American Sector's many installations, or a colonial Protection and Security (PAS) law enforcement officer.

- **Military Spacer:** A crewman or officer aboard a United States Space Command (USSC) warship.

- **Physician:** A medical doctor.

- **Ranger:** A civilian guide and survival expert on a habitable world; *or* a paid member of the Action For Peace Foundation (a volunteer paramilitary NGO)

- **Rogue:** A criminal, making money from extortion, theft, assassination, burglary and so on.

- **Roughneck:** A resource extraction specialist, such as a miner or oil driller, working in the hazardous environments of the Outer Rim and Frontier.

- **Scientist:** Individual with expert knowledge of a science, especially a biological or physical science.

- **Survey Scout:** Member of a corporate resource exploration team, surveying unfamiliar territory in space.

- **Technician:** A skilled mechanic, electrician, computer expert or engineer.

RANDOM CREATION

Random character creation in **HOSTILE** is itself a mini-game, players roll randomly for many aspects of their character and what emerges will often be a surprise to the player! Choices are made about the career path and on the specific table to roll when a skill is gained. The referee and players are urged to embrace this method of character creation.

All characters begin the creation process at the age of 18 and using dice rolls work 'through' one of fifteen careers. Having generated characteristic scores and background skills, the character should begin serving terms in his or her chosen career. Each 4-year term spent in a career gives the character more experience in the universe, generally in the form of skills. Generate the results of each term before proceeding to the next.

1) Characteristics
a) Roll your six characteristics using 2D6, and place them in that order on your character sheet.
b) The referee may allow the player to swap two values around if desired.
c) Record Characteristic Modifiers.

2) Homeworld (Optional)
a) Determine homeworld.
b) Gain background skills. Character gains a number of level-0 background skills equal to 3 (+ Edu bonus). They can be taken from either homeworld or education list or both.

3) Career
a) Choose a career.
b) Roll to qualify for that career, as indicated in the description of the career.
c) If you qualify for this career, go to step 4.
d) If you do not qualify for that career, you must submit to the draft. You may only enter the draft once.

4) Basic training
For your first term in your first career, only, you receive two skills at level-1, roll on a table of your choice, note that the Advanced Education table is only available to characters of Edu 8+. Some careers offer free skills, see the career's Rank & Automatic Skills table.

5) Survival
Roll for survival, as indicated in the description of the career.
If you succeed, continue.
If you did not succeed, events have forced you to begin play. Roll on the mishap table and go to step 10 (you do not receive a Mustering Out benefit roll for this term.)

6) Commission and Advancement

a) You begin as a Rank 0 character. Soc gives its characteristic mod to all rolls for Commission or Advancement.

b) All careers offer a chance to Commission (a step onto the promotional ladder). If you make this roll you are commissioned and are now Rank 1 in your chosen career. If you successfully Commission, choose one of the Skills tables and roll on it for an extra skill. In addition, take any bonus skills from the ranks table for your career.

c) If your career offers an Advancement roll and you are Rank 1 or higher, roll for Advancement. You can do this on the same term as you Commission, and for each subsequent term in that career. If successful, your Rank improves by one in your chosen career. Choose one of the Skills tables and roll on it for an extra skill, note that the Advanced Education table is only available to characters of Edu 8+. Also, take any automatic skills from the Rank table for your career.

d) Military Spacer and Marine also include a list of NCO (non-commissioned ranks). Non-commissioned ranks do not roll for Commission or Advancement. Instead, they simply advance one rank per term.

7) Skills

Each term after the first, choose one of the Skills tables for this career and roll on it, note that the Advanced Education table is only available to characters of Edu 8+. If you gain a characteristic improvement as a result, apply the change to your characteristic score immediately. If you gain a skill as a result and you do not already have levels in that skill, take it at level 1. If you already have the skill, increase your skill by one level.

8) Aging

a) Increase your age by 4 years.

b) If your character is 34 or older, roll for aging. Corporate executives, benefitting from their pampered lifestyles, only begin aging at 46.

9) Re-enlistment

a) Roll for re-enlistment. If you fail, you begin play. If you roll a natural 12, you cannot begin play if you wanted to, but continue for another term, go to step 5.

b) If you have served a total of seven terms or more in character creation, then you must begin play, go to step 10.

c) If you wish to continue in this career, go to step 5.

d) If you wish to begin play, go to step 10.

10) Mustering Out

If you are leaving the process in order to begin play ('mustering out'), roll for benefits. A character gets one Mustering Out Benefit Roll for every full term served in that career. You also get extra benefit rolls if you reached a higher rank.

11) Buy Starting Equipment

Purchase your starting equipment from the **HOSTILE Setting** book, the **HOSTILE Toolkits** supplement or the **Marine Corps Handbook 2215** (as appropriate).

Qualifying and the Draft

The qualification check determines if you can successfully enter into your chosen career at Rank 0. For those entering the military, qualification equates with 'enlistment'. If you fail this check then you cannot enter your chosen career. You must submit to the Draft, or if the referee allows, you may attempt to enlist into one other career. In **HOSTILE**, player characters generally have a single career and enter play immediately, once they choose to end the creation process, or if a re-enlist roll is failed.

1D6	Draft Assignment
1	Action for Peace Foundation (use the Ranger career)
2-4	Colonist
5-6	Roughneck

Terms of Service

Cycle through your career path in four-year terms of service. Each term adds four years to the character's age. Each time the character reenlists it is for another term of four additional years. Make Survival, Advancement and Re-enlist rolls each term.

Survival

Each career has a survival roll. If you fail this, roll on that career's Mishap table. This mishap is always enough to force you to leave the career after half a term (two years of service). In this case you keep the skills gained, including those for commission or advancement, but lose the benefit roll for that term.

Commission and Advancement

Within military careers, a commission check represents an opportunity to join the ranks of the commissioned officers. In non-military careers, the commission check represents an opportunity to gain a position within the career's hierarchy. A character that succeeds at a commission roll becomes Rank 1 in that career, and uses the Rank table from then on. In addition, you roll on one of the Skill tables for this career when you commission. A character may attempt a commission roll once per term. Social connections and charisma play a role in this process; add the Soc characteristic modifier to all such rolls.

Each career also has an advancement roll, representing your character's ability to advance within the ranks of the career's hierarchy. If you are Rank 1 or higher, you may attempt an advancement roll each term. If you are successful, then you move to the next rank In addition, you roll on any of the Skill tables for this career and gain a skill. You also get any benefits listed for your new rank, which are usually automatic skills. You may attempt advancement once per term; you may attempt to advance in the same term in which you are commissioned. Military Spacer and Marine also include a list of NCO ranks ('non-commissioned ranks'). The non-commissioned ranks do not roll for Commission or Advancement. Each term they simply advance one rank.

Skills

Each career has four Skill tables associated with it – Personal Development, Service Skills, Specialist Skills and Advanced Education. For each term you spend in a career, pick one of these tables and roll 1D6 to see which skill you increase. In term one, basic training means you instead pick two of these tables. You may only roll on the Advanced Education table if your character has Education 8+. You gain *two* skills rolls in your first term, not one.

Vehicle Skill

Vehicle skill is a 'cascade' skill and immediately requires specialization; the player selects either Aircraft, Ground Vehicle or Watercraft. For example: a character possessing Vehicle-2 may elect to specialize in Aircraft-2, or Aircraft-1 and Watercraft-1.

Injuries

Characters that receive an injury on the career's Mishap table during character creation must roll on the Injury table. No characteristic can be reduced below 1.

1D6	Injury
1	Nearly killed. Reduce one physical characteristic by 1D6, reduce both other physical characteristics by 2 (or one of them by 4).
2	Severely injured. Reduce one physical characteristic by 1D6.
3	Missing eye or limb. Reduce Strength or Dexterity by 2.
4	Scarred. You are scarred and injured. Reduce any one physical characteristic by 2.
5	Injured. Reduce any physical characteristic by 1.
6	Lightly injured. No permanent effect.

Aging

The effects of aging begin when a character reaches 34 years of age (46 years for corporate executives). At the end of the fourth term, or seventh term for corporate executives, and at the end of every term thereafter, the character must roll 2D6 on the Aging Effects table. Apply the character's total number of terms as a negative Dice Modifier on this table.

AGING EFFECTS

2D6	Effects of Aging
–6	Reduce three physical characteristics by 2, reduce one mental characteristic by 1
–5	Reduce three physical characteristics by 2.
–4	Reduce two physical characteristics by 2, reduce one physical characteristic by 1
–3	Reduce one physical characteristic by 2, reduce two physical characteristic by 1
–2	Reduce three physical characteristics by 1
–1	Reduce two physical characteristics by 1
0	Reduce one physical characteristic by 1
1+	No effect

Should a characteristic be lowered to 0, the character suffers an aging crisis and is very ill. Roll 8+ and apply the character's End modifier to avoid death. Success means that the characteristic reduced to zero is set at 1 and the character must leave his career at the end of that term.

Reenlistment

At the end of each term, the character must decide that they wish to continue on their career path or if they wish to leave the process to begin game play by mustering out. If continuation is desired, the character must make a successful reenlistment check as listed for their current career. If the character rolls a natural 12, they *cannot* leave their current career and must continue for another term. If the check is not successful, then they cannot reenlist and the character must leave their current career and begin play. A character who has served 7 or more terms in character creation must retire and cannot undertake any more prior experience, unless they roll a natural 12 during reenlistment in which case they must serve another term of service.

Retirement (Optional): Normally, characters that leave the creation process are still active in that career, but simply move into game play. They have not left the career or retired. Optionally, should the referee allow,

a character might have actually resigned or been sacked or discharged, and no longer be employed in his or her career any longer. A character who has served 5 or more terms in a single career (except Rogue) receives a yearly retirement pension. Characters retiring at Rank 0 (including military NCOs) only receive half of the annual retirement pay, whilst corporate executives receive double the stated amount.

Terms	Annual Retirement Pay
5	$10,000
6	$12,000
7	$14,000
8	$16,000
9+	+$2,000 per term beyond 8

MUSTERING OUT BENEFITS

Mustering out is the term used in **HOSTILE** to signify a character ending the character creation process and entering game play. Characters mustering out receive one benefit per term served. An additional benefit is gained if the character held rank 4, and two benefits are gained for rank 5. A character with rank 6 gains three extra benefits. Note that characters of rank 5 or 6 also gain a +1 DM on the career's Muster Out table.

Cash Benefits

Each career has its own Muster Out Benefits table but all of the careers (except for Android) use a single, generic cash table below. Up to 3 benefit rolls can be taken on the Cash table, as desired. All other rolls must be taken in material benefits. Corporate executives or characters with Gambling skill, gain +1 on their cash benefit rolls.

1D6	Cash
1	$500
2	$1000
3	$1000
4	$5000
5	$8,000
6	$10,000
7	$20,000

Weapon

Select a blade weapon or a firearm, appropriate to the situation and character. If the character does not have the skill to use the weapon then they gain the appropriate skill at level-0 in addition to the weapon itself. Additional receipt of the weapon benefit can be taken as one level in the appropriate weapon skill.

Awards

The Marine and Military Spacer may receive an award (medal) along with a Soc increase. If gained a second time, accept only the Soc increase.

Travel Benefits

Standard-Class Starship Ticket

This is a ticket on a commercial liner and the character will, like all passengers, be put into hypersleep for the flight in order to survive hyperspace. With a standard-class ticket the passenger is frozen at the starport and shipped to the starship like freight. Standard hypersleep survival rules apply. He or she has a meagre 10kg baggage allowance that fits into the locker at the foot of the hypersleep pod. In emergencies the standard class pod is a sitting duck. The occupant must be awakened and then led to an evacuation lifepod. (see p. 120).

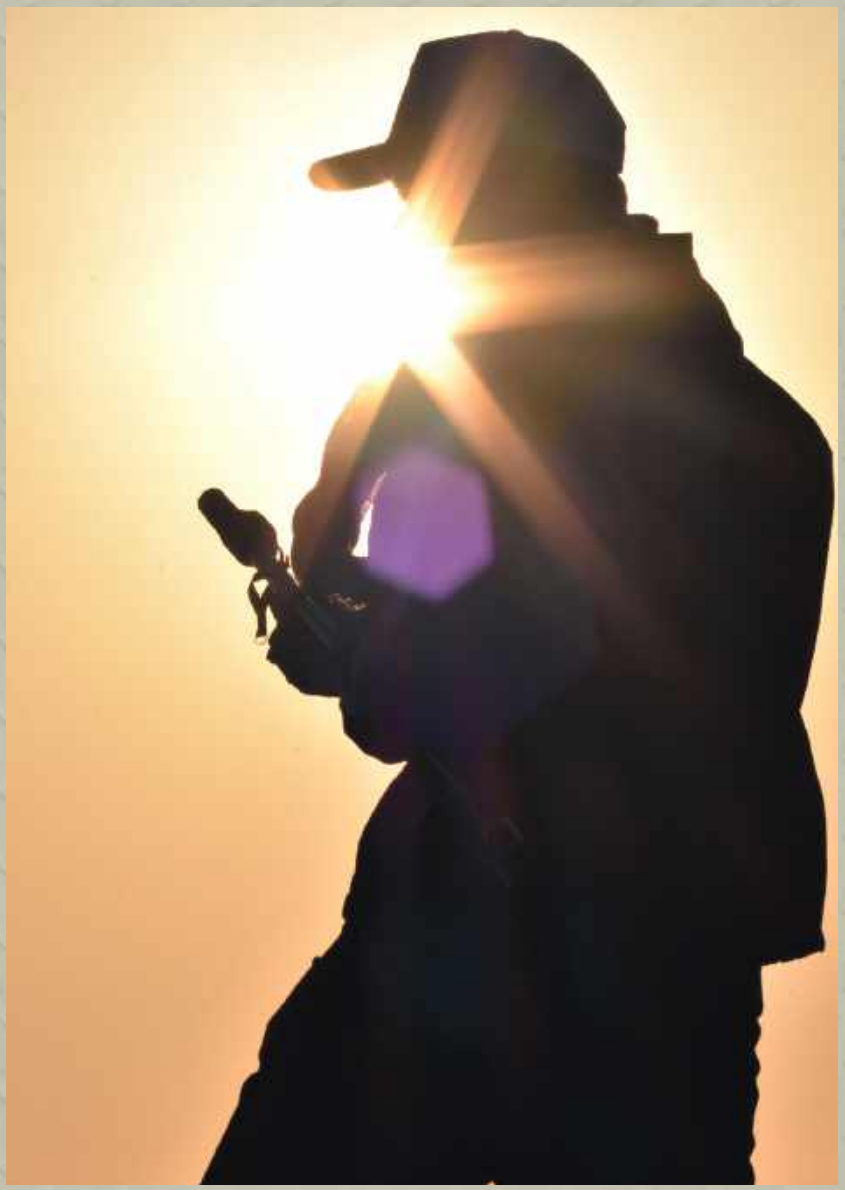
Elite-Class Starship Ticket

There are two main perks of an elite-class ticket. First, the ship's android is assigned to 'medwatch' all e-ticket holders; secondly, the passenger is carried within an Autonomous Crew Ejection Pod that has an armoured casing (AR 20) providing security and insurance for the occupant. These pods are mounted on standard evacuation hatches and in an evacuation

situation the ship's computer jettisons the pod. Using its own thrusters, it moves into a stable orbit and activates its beacon. It has its own automatic re-entry kit installed and may initiate an automated re-entry and landing at a habitable dirtside location if it seems more likely to ensure the occupant's survival. For more information on Autonomous Crew Ejection Pods, see the **HOSTILE Setting** book. Its locker holds a DeWitt Class 3 Survival Bag and a 100 kg luggage compartment.

Star Envoy Club Membership

The Star Envoy Club is a Hong Kong-based organization that aims to make interstellar travel as bearable (or as the club says 'enjoyable') as possible for its members. It is most often used by corporate executives and other wealthy businessmen that are the only people who can afford the membership fee. The Star Envoy Club maintains small (and very private) hotels and lounges at all class A and class B starports that are accessible only to members and their guests. Deals with all the major carriers mean that the Club can offer an elite-class travel ticket to every member once every two months. Tickets not used can be cashed in for purchase price. Membership of the Club is a privilege and says much about the character's wealth and social standing. Membership on the Muster Out Tables often indicates a reward for exceptional service or heroism.



DESIGN-BASED CREATION

Random character creation may not suit every group of players; instead the referee may use the following design-based creation system. Players can build the type of character they wish, deciding on career, age and the skills that the character has. Reference to the career Skill tables is still required.

POINTS-BASED CREATION

Age	Rank Options	Skill Points	Aging (-2 pts)	Aging (- 1 pt)
Young	0 – 2	8	-	-
Mature	0 – 4	14	4 or less	8 or less
Veteran	0 – 6	18	6 or less	10 or less

Age

The player decides on the age of the character. Older characters gain more skills but risk penalties to their characteristics; choose from Young (in their 20s), Mature (in their 30s) or Veteran (in their 40s or 50s).

Characteristics

Roll 2D6 seven times and discard the lowest roll. Next, allocate the six remaining scores to the character's preferred characteristics.

Career

Select your chosen career, there is no need to make a qualify, survival, commission, promotion or re-enlist roll. Players can set their rank at 0, 1 or 2 if young, 0 to 4 if mature, or 0 to 6 if veteran. Rank only serves as character background and has no effect on the rest of the character creation system.

Skills

Level-0 Background Skills are chosen as normal. Next, each age category comes with a parcel of skill points that the player can use to buy any skills that appear on the relevant career table. Note that Education 8+ is still required to select a skill from the Advanced Education table. Find the point cost of a skill by adding together each previous level of that skill. For example, buying Pilot-3 would cost 6 skill points (1+2+3).

Aging

Mature and veteran characters must check for aging; because we are compressing several terms into the aging roll, the chance of avoiding any reductions in characteristics is lowered. Mature characters roll 2D6 and lose 2 characteristic points on 4 or less, or 1 characteristic point on 8 or less. Veteran characters roll 2D6 and lose 2 characteristic points on 6 or less, or 1 characteristic point on 10 or less. The specific physical characteristic that is lowered by 1 or 2 points is chosen by the player. For example, a veteran Roughneck rolls 5 on 2D6, indicating the loss of 2 characteristic points. The player could lower Strength by 2, or perhaps Strength and Dexterity by one each, as he prefers.

Cash Benefits

Before a character enters play he or she requires cash with which to purchase equipment, and for use during missions and other adventures. The amount received is dependent on Social Standing. Young characters receive $500 x Soc, mature characters receive $2,000 x Soc and veteran characters receive $4,000 x Soc.

FINAL DETAILS

It takes more than a set of characteristic scores and skill levels to create an engaging character. By adding some final details at the end of character creation, you should find the experience of playing the character far more rewarding.

Name

At the very least, every character needs a name, preferably one that fits the style of your gaming group and the Earth-centred **HOSTILE** setting. Consider choosing a name based on actual 'real world' names. If you are stuck, look up your favourite movie on IMDb and pick a name from the acting or production credits.

Sex

In most games, this means choosing either male or female. There's nothing that says you have to play a character of your own sex.

Appearance

Players are free to detail their character's appearance, such as hair colour, clothing style and so forth. This makes it easier to describe your character, and helps everyone at the table visualize them in-play. Distinctive features often give your character a way of standing out. The Notable Features table below indicates some notable feature of a character's appearance, and can be used as a list to pick from, or can be rolled on randomly. Rolling the entry 'boots' for example, indicates the character's boots are non-standard, non-regulation or flamboyant. Serving military characters will have less leeway in this regards than their civilian counterparts.

NOTABLE FEATURES

2D6	Feature
2	Jewellery
3	Cap or hat
4	Tattoo
5	Boots
6	Hair
7	Accessory item
8	Shirt
9	Customised uniform
10	Bald
11	Jacket
12	Shades or glasses

Height & Weight

As with a character's appearance, the player can set their height and weight at any value they deem suitable for the characteristic values. Alternatively, the player may roll for these measurements randomly. The results are broadly representative and not intended to cover every conceivable body type. Treat Str over 10 as 10.

Height: Multiply either Str or Dex by 3 (player's choice). Add the result to 154cm (male) or 144cm (female).

Example: Dex 9 Male (9x3) = 27, add 27 to 154cm = 181cm (5'11')
Example: Str 7 Female (7x3) = 21, add 21 to 144cm = 165cm (5'5")

Weight: If *all three* characteristics are under 7 then the character is Out-of-Shape; see the relevant section, below. For other characters, add Str to End and multiply by 4. Add the total to 24 kg (if male) or 14 kg (if female). For Out-of-Shape characters, subtract 7 from both Str and Dex. Treating these two negative values as positive ones, add them together and multiply the total by 10. Finally add 50 kg (if male) or 40 kg (if female).

Example: Female (6 + A) = 16x4 = 64 + 14 = 78 kg (12st 4lb)
Example: Male (4 + 6) = 10x4 = 40 + 24 = 64 kg (10st 2lb)
Example: Out-of-Shape Male (7-3, 7-4) = 4 + 3 = 7x10 = 70 + 50 = 120kg (18st 12lb)

Psych Evaluation

The player is free to play the character however they wish. Optionally, choose a general psych evaluation file (a personality trait) from the table below that might fit the character, or roll 2D6 for a random determination. The evaluations do not need to be followed slavishly, they are intended to suggest possible character responses to certain situations. Player freedom is paramount.

PSYCH EVALUATION

2D6	Trait
2	Talks tough but is scared inside.
3	Joker who does not take life (or death) seriously.
4	Grim and quiet, they let actions speak for them.
5	Stubborn and strong-willed.
6	Comically pessimistic and a touch paranoid.
7	Rebellious in nature which often gets them into trouble.
8	Easy going and always relaxed … right?
9	Optimistic and determined.
10	Selfish, always thinking about reward and compensation
11	Overconfident, a cover for fear of failure.
12	Cynical, downbeat and despondent.

Back Story

Go beyond name and appearance to create one or two notable incidents that occurred during the character's career. Experience has shown that characters with interesting back stories are far more rewarding to play in the long run. Back stories may have loose ends that the referee can weave into the story.

A player can, if desired, determine how their character came to have a life amongst the stars and Off-World colonies. Either select a reason or roll randomly on the table below:

REASON FOR LEAVING EARTH

D66	The Reason
11	Attracted by tales of adventure and daring-do amongst the stars.
12-13	Learnt something you shouldn't know – you fled for your own safety.
14	You are following your father's or mother's footsteps.
15-16	Earn money for your impoverished family back on Earth.
21	Escape a crushing family situation.
22	Your partner moved off-world years ago, and you are desperate to find them.
23	You are punishing yourself with hardship, privation and danger. Why?
24	Your opinions are not popular in your home nation and so you fled to the colonies where you can speak your mind.
25	Escape a tragic love affair – or a vindictive stalker!
26	You want to make your parents proud of you after several screw-ups.
31-33	The job pays good, steady money, plus there's fewer people and a lot of wilderness.
34-35	Attempting to discover the fate of a missing relative or lover on the Frontier.
36-41	Trying to find an off-worlder who committed a crime against your family.
42-43	Home city or community devastated by pandemic, eco-crisis or social unrest.
44	Trying to pay off bad debts of $30,000 (or $80,000 if corporate executive)
44-51	Caught up in bad political turmoil back on Earth.
52	Spent time in prison – now making a new start where freedom is guaranteed. Or is it?
53-54	Hiding in the colonies from Earth authorities under a false ID.
55-56	Pursued by agents of a crime gang based on Earth who seek revenge. For what?
61	Tricked into working for a crime gang – fleeing to escape their hold over you.
62-63	Committed serious crime, so you now operate amongst the colonies under a false ID.
64-66	Attracted by the rumours of huge fortunes to be made by opportunistic risk-takers.

Suit Badges

Some characters deal with the grim and gritty setting with black humour and irreverence. One way they do this is by wearing unofficial patches or by painting mottos or slogans on their helmets or equipment. Many of the following ideas are references to details found in the **HOSTILE Setting** book. Can you find them all?

D66	Badge/Patch
11	I walked the Path of Tears
12	Outland Club (survived exposure to vacuum)
13	Tau Ceti Hunting Club (with rifle)
14	Ultimate Badass
15	Game Over
16	Bug Hunter
21	Deputized Marshal Badge
22	Marble Trees Rock!
23	Shulin PD logo
24	Don't Push Me
25	Friday Club (survived planetary stranding)
26	Long Winter Love Child
31	Meiji Mama, with a lightning bolt
32	Waterfall City logo
33	Kinako is People
34	On TAPP
35	Liberty Transfer Station
36	Shenandoah Dome Head

D66	Badge/Patch
41	Cyclops: See "The Eye"
42	Outpost Exodus (on a rainbow background)
43	Obsidian Desert Trekker
44	Grimaldi Station Climbing Club
45	Eternal Twilight: The Ochre Desert
46	Purple and Blue Pagoda Tree
51	CAS Military Advisor patch
52	22th MEU: Anytime, Anywhere
53	ACOR: Death from Above
54	Orgasms – 38 simulated
55	Lazarus Award (2 years in hyper-sleep)
56	Class-2 Rating
61	You're dog-meat, pal!
62	DMM-764 "Texas Thunder"
63	Aurora Hotdogs: Baked and Fried
64	What's My Bonus Situation?
65	Hayai Rapids Runner
66	Harsh Language

The Universal Personality Profile

This game utilizes a concise format to record a character's characteristic scores, age, terms served, skills, cash and personal equipment in a manner that, with a little practice, can be quickly and easily read. Below is an example of a grizzled freelance roughneck, hired by drilling companies to tackle the most inhospitable locations:

The string of six numbers represent the individual's characteristic scores. These scores are, in order: *Strength* (Str), *Dexterity* (Dex), *Endurance* (End) , *Intelligence* (Int), *Education* (Edu), *Social Standing* (Soc).

Vince McClellan (Tool-pusher) *A79884 Age 46 7 Terms*
Vacc-suit-3, Mining-3, Mechanical-1, Engineering-2, Jack-of-Trades-1 Ground Vehicle-1, Brawling-2
$20,000, Mining Suit, Rolex, Norden LSGS Flashlight, PLB2 Personal Locator Beacon, Haruna Priority First Aid Kit.

CARRYING CAPACITY

Strength determines how much weight that characters can lift and how much they are slowed down. Characters carrying more than their Light Load suffer a penalty to climbing, throwing, jumping and other purely physical activities (including hand-to-hand combat). Most tasks such as shooting, driving, navigating or fixing machinery will **not** be unaffected. Use these rules when they matter, not all of the time. Medium and Heavily Loaded characters will also suffer fatigue faster than Lightly Loaded characters – see the Fatigue rules in **Chapter 4**.

Light Load (Up to 2x Strength): A character can lift and carry up to twice their Strength characteristic score in kilogrammes without any penalties. Speed is unaffected.

Medium Load (Up to 4x Strength): This is four times their Strength characteristic score in kilogrammes. Characters carrying a medium load suffer a **DM-1** to all physically based checks. In addition, they move at 75% of their base speed.

Heavy Load (Up to 6x Strength): This is six times their Strength characteristic score in kilogrammes. Characters carrying a heavy load suffer a **DM-2** to all physically based checks. In addition, they move at 75% of their base speed.

Maximum Load (Up to 12x Strength): A character's maximum load is twelve times their Strength score in kilogrammes. Characters can lift up to the maximum load off the ground, but can only stagger around with it. While overloaded in this way, characters can only stagger 1.5 meters per round and if trying to undertake any other actions, will suffer a DM -6 penalty.

Push/Drag: Characters can push or drag up to five times their heavy load weight, moving at half their normal speed. Favourable conditions (smooth ground, dragging a slick object) double these numbers, and bad circumstances (broken ground, pushing an object that snags) can reduce them to one-half or less.

ROLEPLAYING ANDROIDS

Androids are programmed to be passive and non-aggressive, not to lead or to take control – in other words they do not make very good player characters. They are constrained to blend in and to provide support and suggestions for a team of humans. Referees should only allow a player character android into the game after some thought. Think twice before allowing an android PC in the game that has 'broken its programming' or 'been reprogrammed by the Company'. Androids are high-tech servants and sophisticated equipment operators that do not feel the crippling mental damage suffered by humans in hyperspace, this means they can remain out of hypersleep to monitor ship systems. Passengers travelling in Elite-class Autonomous Crew Ejection Pods benefit from the constant monitoring of their life signs in hyperspace by the ship's android, an activity that may possibly lead to some interesting plot issues.

To create an android NPC (or player character) a truncated generation system is used. Androids only serve 1D+3 terms before play begins. Due to the restrictions imposed by their Model/3 processor and Intellect software, they can only learn a skill up to level 3, and can learn a maximum number of skill levels equal to 6. Any additional skill gains made during the character generation process must be taken at level 0.

There are five general fields (Occupations) an android can be created for: spacer, survey scout, physician, scientist and technician. The android will gain the first skill (at level 1) on the appropriate skill table as an automatic skill when the occupation has been decided. For all other skill gains, using 1D6, rolling 5-6 each term for a skill gain. Many humans treat androids as tools, like forklifts or toasters, and these people refer to them as 'it', 'boy' or 'girl' rather than the manufacturer's designation. Other terminology is used, too, such as 'the doll' or 'the puppet'.

All civilian androids follow **Asimov's Three Laws of Robotics**:

1. A robot may not injure a human being or, through inaction, allow a human being to come to harm.
2. A robot must obey the orders given it by human beings except where such orders would conflict with the First Law. †
3. A robot must protect its own existence as long as such protection does not conflict with the First or Second Laws.

† Law number two is often proprietary; the human beings that an android must obey are often narrowed to company personnel, law enforcers and government officials in order to prevent malicious use of an android by a bystander.

ROLEPLAYING PROLES

Proles are genetically created labourers used to assist human populations on some of the more hostile colony worlds. Proles have extremely limited experience and their education is limited to their specific manual task. Some proles are designated as leisure models, suited mainly for colony recreation. The lot of a prole is neither a happy one nor a long one – all are created with a 4-year lifespan to mitigate their emotional instability. Proles do not make ideal player characters, by nature they are insecure and needy introverts, following orders and working hard for their owners. Rebelliousness, arrogance and independence are carefully screened out during initial training. A prole character is under four years-old. There are three types:

Type	UPP	Skill
Standard	888422	2 x Level-0 skills
Upskill	A8A422	3 x Level-0 skills
Pro	C8C422	1 x Level-1 skill; 3 x Level-0 skills

Skill options include: Agriculture, Comms, Electronics, Ground Vehicle, Loader, Mechanical, Mining, Steward, Survival, Vacc Suit and Watercraft. If you have access to Zozer Games' **Synthetics** supplement, you may also add various genetic augmentations. Proles are inspired by the movie *Bladerunner*, the TV show *Space: Above & Beyond* and the short online movie *Zygote*.

ANDROID

Humans are frail, vulnerable and excitable. You are not. Built upon a carbon fibre skeleton, with silicon musculature and a bio-plastic skin, you are a machine, a synthetic - an artificial person. You can work with humans as part of a team, supporting and advising. Their lives are precious to you, as is the mission. You know you are more expendable than they, yet the company will not want you to sacrifice yourself needlessly - you cost a helluva lot of money!

ANDROID CAREERS

1D6	Service
1	Commercial Spacer
2	Military Spacer
3	Survey Scout
4	Physician
5	Scientist
6	Technician

TERMS & SKILLS

Terms Served : 1D+3

Autoskill: Gain first skill in career list at level 1.

Other Skills: On 1D6 roll 5-6 each term for a skill gain. Skill limit 6 levels. Max skill level =3

CHARACTERISTICS

Strength	1D6+5
Dexterity	1D6+3
Endurance	1D6+8
Intelligence	1D3+5
Education	1D3+9
Social Standing	7

MUSTER OUT

1 $5000
2 $1000
3 Standard Ticket
4 Standard Ticket
5 $1000
6 $5000

	COMMERCIAL/ MILITARY SPACER	SURVEY SCOUT	PHYSICIAN	SCIENTIST	TECHNICIAN
1	Pilot	Pilot	Medical	Investigation	Engineering
2	Engineering	Engineering	Medical	Computer	Electronics
3	Navigation	Navigation	Investigation	Investigation	Mechanical
4	Gunnery	Comms	Electronics	Computer	Comms
5	Computer	Survival	Computer	Admin	Security
6	Comms	Vehicle	Medical	Vehicle	Computer

MISHAPS

1 After being damaged in an accident, the company let you go.
2 You were forced to commit illegal acts, broke your programming and fled.
3 You don't know what has happened to you. There is a gap in your memory. What happened?
4 You were reprogrammed by deck jockeys and now have no loyalties to your company.
5 Injured. Roll on the Injury Table.
6 You have gone rogue, murdered your employer and been injured during the escape.. Roll on the Injury Table (see p. 31).

CORPORATE AGENT

Profits are made in the American Sector, at mining installations, drill rigs, outposts and much larger Off-World Colonies. When those operations are under threat the corporations that own them send in their top agents. You have the tenacity and ruthlessness to fulfil this role. You will investigate and take appropriate action - whatever that may be. And the threats will be diverse: theft, extortion, alien parasites, mysterious alien viruses, hijacking, the list is long. With a gun and a security clearance you will do your job.

RANK & AUTOMATIC SKILLS

0 Agent
1 Senior Agent
2 Supervisor
3 Assistant Project Leader
4 Project Leader
5 Assistant Division Chief
6 Division Chief

CAREER

QUALIFY	INT 6+
SURVIVAL	DEX 5+
COMMISSION	SOC 5+
ADVANCE	INT 7+
RE-ENLIST	5+

MUSTER OUT

1 Weapon
2 Standard Ticket
3 Weapon
4 +1 Int
5 +1 Edu
6 +1 Soc
7 +1 Soc

	PERSONAL DEVELOPMENT	SERVICE SKILLS	SPECIALIST SKILLS	ADVANCED EDUCATION SKILLS
1	+1 Str	Gun Combat	Forgery	Medical
2	+1 Dex	Vacc Suit	Investigate	Security
3	Bribery	Vehicle	Computer	Admin
4	+1 Int	Streetwise	Carousing	Computer
5	+1 Edu	Gun Combat	Comms	Leader
6	+1 Soc	Recon	Jack-of-Trades	Tactics

MISHAPS

1 A corporate defection went wrong and you were wounded. Roll on the Injury Table (see p. 31).
2 Your team was annihilated in a double-cross.
3 A rival corporation killed members of your family and wounded you. Roll on the Injury Table (see page 31).
4 You learnt a secret about your employer and had to get out – fast.
5 An investigation uncovered government corruption, but you were forced to step down.
6 You failed to stop damage/disease/worker unrest at an Off-World outpost.

CORPORATE EXEC

The Earth depends on the corporations and conglomerates. The incredible costs of space transport, exploration and development were long-ago privatised. You are from a top-level, privileged executive family and the doors were opened to you at a young age, managing multi-million operations for your family. Today you work freelance, still loyal to your conglomerate, but now making money for yourself, looking for opportunities, profits to exploit, untapped resources. You could make millions – and a reputation – but you will need the help of experts in the field.

RANK & AUTOMATIC SKILLS

1 Vice President [**Broker 1**]
2 Senior Vice President
3 Executive Senior Vice President
4 Senior Executive Vice President
5 Director
6 President

CAREER

QUALIFY Special
SURVIVAL Basic 3+
COMMISSION EDU 5+
ADVANCE INT 10+
RE-ENLIST 4+

MUSTER OUT

1 Elite Ticket
2 +1 Edu
3 +1 Int
4 Elite Ticket
5 Star Envoy Club Member
6 Elite Ticket
7 +1 Soc

	PERSONAL DEVELOPMENT	SERVICE SKILLS	SPECIALIST SKILLS	ADVANCED EDUCATION SKILLS
1	Streetwise	Gambling	Broker	Medical
2	+1 Int	Admin	Liaison	Computer
3	+1 Edu	Carousing	Vehicle	Admin
4	+1 Soc	Leader	Broker	Liaison
5	Carousing	Bribery	Computer	Leader
6	Bribery	Forgery	Leader	Jack-of-Trades

MISHAPS

1 Your private hit team messes up, implicating you in a dirty black ops strike.
2 A rival exec conducted a smear campaign against you, forcing you out of a job.
3 Your orders to a mining outpost got a lot of the workers killed.
4 Your ties to the underworld unravel – and you must leave the company.
5 The corporation rationalizes your department and you are 'let go'.
6 Injured. Roll on the Injury Table.

COLONIST

A new life awaits you in the Off-World Colonies, it is a chance to leave behind the poverty of an Enterprise Zone to begin again in a golden land of opportunity and adventure. You need to be independent and hard-working, and you will learn to fend for yourself as a farm technician or colony worker. Your skills are varied and useful, from vehicle operations to wilderness survival, mechanical repair to marksmanship. Be a homesteader - a colonist - a next generation human.

RANK & AUTOMATIC SKILLS

0 Colonist
1 Team Leader
2 Supervisor
3 Department Chief
4 Assistant Operations Manager
5 Operations Manager
6 Colonial Administrator

CAREER

QUALIFY	END 5+
SURVIVAL	END 6+
COMMISSION	INT 7+
ADVANCE	EDU 6+
RE-ENLIST	5+

MUSTER OUT

1 Standard Ticket
2 +1 Int
3 Weapon
4 Standard Ticket
5 Standard Ticket
6 Elite Ticket
7 +1 Soc

	PERSONAL DEVELOPMENT	SERVICE SKILLS	SPECIALIST SKILLS	ADVANCED EDUCATION SKILLS
1	+1 Str	Mechanical	Loader	Medical
2	+1 Dex	Comms	Carousing	Agriculture
3	+1 End	Agriculture	Jack-of-Trades	Jack-of-Trades
4	+1 Int	Electronics	Engineering	Liaison
5	Brawling	Survival	Agriculture	Admin
6	Gun Combat	Vehicle	Vehicle	Leader

MISHAPS

1 A colony accident left you injured. Roll on the Injury Table (see p. 31).
2 Your colony is struck by disaster and you took some of the blame.
3 New colonial leaders decided you and your crew were troublemakers.
4 A civil disturbance was put down by the corporation. Roll on the Injury Table (see p. 31).
5 You outgrew the colony. You didn't fit in anymore.
6 Your ideas are revolutionary and unpopular - colonists attacked you and your settlement.

COMMERCIAL SPACER

Cargo provides the life-blood of interstellar society and you will man the commercial starships that ply this far-flung network. Missions are often months-long, but the destinations can range from busy orbital stations to remote mining outposts. You will be technically competent; perhaps a star pilot, chief engineer, cargo loadmaster or navigator, and your role will be crucial to the operation of the vessel. See the Universe - Make a Difference -Get Paid!

RANK & AUTOMATIC SKILLS

0 Crewman [**Vacc Suit 1**]
1 Fourth Officer
2 Third Officer
3 Second Officer
4 First Officer [**Pilot 1**]
5 Captain
6 Senior Captain

CAREER

QUALIFY	INT 4+
SURVIVAL	INT 5+
COMMISSION	INT 5+
ADVANCE	EDU 8+
RE-ENLIST	4+

MUSTER OUT

1 Standard Ticket
2 +1 Edu
3 Weapon
4 Elite Ticket
5 +1 Int
6 Elite Ticket
7 Star Envoy Club Member

	PERSONAL DEVELOPMENT	SERVICE SKILLS	SPECIALIST SKILLS	ADVANCED EDUCATION SKILLS
1	+1 Str	Comms	Vacc Suit	Medical
2	+1 Dex	Bribery	Mechanical	Computer
3	+1 End	Gun Combat	Loader	Broker
4	+1 Str	Loader	Electronics	Pilot
5	Brawling	Broker	Steward	Engineering
6	Vacc Suit	Vehicle	Navigation	Navigation

MISHAPS

1 Caught smuggling illegal goods; you take the blame for your starline and are fired.
2 Your starship is being scrapped and your crew retired.
3 Your ship is destroyed and as the only survivor, you receive the blame.
4 Substance abuse destroys your career.
5 Your ship is hijacked and your crew are all badly treated. Roll on the Injury Table (see p. 31).
6 Injured. Roll on the Injury Table (see p. 31).

MARINE

Semper fidelis - 'Always Faithful'. You want to join the military, you want to join the best. The US Marine Corps is the world's premier rapid reaction commando force, a full-equipped army that can move anywhere to carry out any task at short notice. And now it has access to the stars. Trained for war, you will also be expected to deal with hostile predators on alien worlds, in the most extreme conditions imaginable.

RANK & AUTOMATIC SKILLS

	Non-Commissioned	Officer
0	Private [**Gun Combat 1**]	-
1	Lance Corporal [**Vacc Suit 1**]	Lieutenant [**Vacc Suit 1**]
2	Corporal	Captain
3	Sergeant	Major
4	Staff Sergeant	Lieut. Colonel
5	Gunnery Sergeant	Colonel
6	Master Sergeant	General

CAREER

QUALIFY	INT 4+
SURVIVAL	END 6+
COMMISSION	EDU 9+
ADVANCE	EDU 6+
RE-ENLIST	6+

MUSTER OUT

1 Standard Ticket
2 Silver Star and +1 Soc
3 +1 Edu
4 Weapon
5 Star Envoy Club Member
6 Elite Ticket
7 +2 Edu

	PERSONAL DEVELOPMENT	SERVICE SKILLS	SPECIALIST SKILLS	ADVANCED EDUCATION SKILLS
1	+1 Str	Ground Vehicle	Vehicle	Medical
2	+1 Dex	Comms	Mechanical	Security
3	+1 End	Gun Combat	Electronic	Tactics
4	Gambling	Survival	Demolitions	Computer
5	Brawling	Gun Combat	Recon	Leader
6	Blade Combat	Vacc Suit	Hvy Weapons	Admin

MISHAPS

1 During a mission you are captured and injured, when released you are honourably discharged.
2 You argue with a senior officer who drives you out of the Marines.
3 Injured while on duty. Roll on the Injury Table (see p. 31).
4 Battle injury. Roll twice on the Injury table, using only the lower result. You receive a Purple Heart.
5 You were involved in an illegal operation, your conscience forces you to resign.
6 Fighting hostile alien exomorphs, you save colonists, but are injured. Roll on the Injury Table (see p. 31).

MARSHAL

Human nature never changes, you know this and it's probably why you're interested in joining the Marshal Service. Crime has spread out from Earth into the American Sector and the Federal Marshals are the most effective way to counter it. Trafficking of drugs, weapons and humans must be thwarted. Crime gangs extort money from vulnerable colonists and miners, or try to skim profits from the operations. You might not have any back up - but you have your training, your wits and your integrity.

RANK & AUTOMATIC SKILLS

0 Deputy [**Investigate 1**]
1 Senior Deputy
2 Supervisory Deputy
3 Assistant Chief
4 Chief Deputy
5 Marshal
6 Division Chief

CAREER

QUALIFY	INT 7+
SURVIVAL	DEX 6+
COMMISSION	EDU 8+
ADVANCE	INT 7+
RE-ENLIST	5+

MUSTER OUT

1 Standard Ticket
2 Elite Ticket
3 +2 Int
4 +1 Edu
5 Weapon
6 Elite Ticket
7 +1 Soc

	PERSONAL DEVELOPMENT	SERVICE SKILLS	SPECIALIST SKILLS	ADVANCED EDUCATION SKILLS
1	+1 Str	Streetwise	Gun Combat	Medical
2	+1 Dex	Brawling	Comms	Tactics
3	+1 End	Brawling	Ground Vehicle	Investigate
4	+1 Int	Investigate	Security	Computer
5	+1 Edu	Recon	Computer	Tactics
6	+1 Soc	Gun Combat	Medical	Admin

MISHAPS

1 A riot or disturbance breaks out and several marshals are injured. Roll on the Injury Table.
2 A deputy in the team works for a crime boss and sets you up.
3 You uncover a drugs ring at an outpost, but the manager is in on it and tries to have you killed.
4 A crime-lord bought off your team, forcing you to quit.
5 Your team were killed in a fouled mission – and it was your fault.
6 Injured while on duty. Roll on the Injury Table (see p. 31).

MILITARY SPACER

Space Command represents the most powerful arm of the United States military and you will be a crucial member of this service. Its starships cross hyperspace to defend American Off-World Colonies as well as the remote outposts of American corporations. You may be a pilot or engineer, a weapons officer or sensor operator, technically competent, highly motivated and extremely well trained.

RANK & AUTOMATIC SKILLS

	Non-Commissioned	Officer
0	Airman [**Vacc Suit 1**]	-
1	Airman First Class	Lieutenant
2	Senior Airman	Captain
3	Sergeant	Major
4	Staff Sergeant	Lieutenant Colonel
5	Technical Sergeant	Colonel **[+1 Soc]**
6	Master Sergeant	General

CAREER

QUALIFY	INT 6+
SURVIVAL	INT 5+
COMMISSION	SOC 7+
ADVANCE	EDU 6+
RE-ENLIST	5+

MUSTER OUT

1 Distinguished Flying Cross and+1 Soc
2 +1 Edu
3 +2 Edu
4 Elite Ticket
5 Standard Ticket
6 Elite Ticket
7 Star Envoy Club Member

	PERSONAL DEVELOPMENT	SERVICE SKILLS	SPECIALIST SKILLS	ADVANCED EDUCATION SKILLS
1	+1 Str	Vacc Suit	Gunnery	Medical
2	+1 Dex	Computer	Mechanical	Navigation
3	+1 End	Loader	Electronics	Engineering
4	+1 Int	Gunnery	Engineering	Computer
5	+1 Edu	Brawling	Leader	Pilot
6	+1 Soc	Gun Combat	Comms	Admin

MISHAPS

1 An accident is blamed on you. Several crewmen were killed and you were discharged.
2 Your starship attacks a civilian ship by mistake, tarnishing the careers of all the crew involved.
3 You argue with a senior officer who drives you out of Space Command.
4 Injured while on duty. Roll on the Injury Table (see p. 31).
5 A deadly alien infestation on-board ship that you survive is covered up by Space Command.
6 You are wounded during an interstellar battle. Roll on the Injury Table (see p. 31).

PHYSICIAN

Medical facilities are in short supply across the Off-World Colonies, your skill as a doctor makes you a valuable asset for any starship, outpost, colony or mine. And don't think you will be dispensing medicines all day - you will often be faced with the Unknown and called upon to provide answers. Alien parasites, alien plagues and illnesses, and the strange toxic effects of local wildlife are just some of the challenges you are likely to face.

RANK & AUTOMATIC SKILLS

0 Medical Student [**Medical 1**]
1 Intern [**Medical +1**]
2 Junior Doctor [**Medical +1**]
3 Doctor
4 Doctor
5 Consultant
6 Senior Consultant

CAREER

QUALIFY	INT 9+
SURVIVAL	INT 3+
COMMISSION	EDU 6+
ADVANCE	EDU 8+
RE-ENLIST	4+

MUSTER OUT

1 Standard Ticket
2 +1 Edu
3 +1 Edu
4 Elite Ticket
5 Trauma Kit
6 Elite Ticket
7 +1 Soc

	PERSONAL DEVELOPMENT	SERVICE SKILLS	SPECIALIST SKILLS	ADVANCED EDUCATION SKILLS
1	+1 Str	+1 Dex	Liaison	Liaison
2	+1 Dex	Electronics	Investigate	Medical
3	+1 End	Medical	Mechanical	Admin
4	+1 Int	Streetwise	Electronics	Computer
5	+1 Edu	Medical	Computer	+1 Int
6	+1 Soc	Investigate	Admin	+1 Edu

MISHAPS

1 Your work is sabotaged and blackened by a third party. Lose all benefits.
2 A disaster with several casualties is blamed on you. Roll on the Injury Table see p.31).
3 You are involved in illegal research and rumours are spread about you. Reduce Soc by 1.
4 You win a malpractice suit, but are forced to leave the profession.
5 You are responsible for several deaths, serve several months in prison and are then released.
6 A rival corporation attacks your facility/operation. Roll on the Injury Table (see p. 31).

RANGER

Garden worlds (Earth-like or nearly Earth-like) are scattered across the Core. You will immerse yourself in the local environment to provide knowledge and skills that will be invaluable to your colonial brethren. You will be a wilderness and survival expert who can carry out search and rescue operations, resource identification and serve as a scout and guide for colonial expeditions across the planet. Members of the Action For Peace Foundation are also Rangers.

RANK & AUTOMATIC SKILLS

0 Ranger [**Survival 1**]
1 Assistant Team Leader
2 Team Leader
3 Deputy Chief Ranger
4 Chief Ranger
5 Area Commander
6 District Commander

CAREER

QUALIFY	END 9+
SURVIVAL	STR 6+
COMMISSION	INT 5+
ADVANCE	END 6+
RE-ENLIST	5+

MUSTER OUT

1 Standard Ticket
2 Standard Ticket
3 Weapon
4 Weapon
5 +1 Dex
6 +2 Str
7 Elite Ticket

	PERSONAL DEVELOPMENT	SERVICE SKILLS	SPECIALIST SKILLS	ADVANCED EDUCATION SKILLS
1	+1 Str	Gun Combat	Mechanical	Medical
2	+1 Dex	Agriculture	Electronics	Computer
3	+1 End	Survival	Comms	Jack-of-Trades
4	+1 Int	Recon	Recon	Leader
5	Gun Combat	Ground Vehicle	Ground Vehicle	Medical
6	Blade Combat	Survival	Survival	Mechanical

MISHAPS

1 Injured on duty. Roll on Injury Table (see p. 31).
2 Your team locates a valuable resource, but a rival group seizes the site and claims it for their corporation.
3 An expedition ends in disaster, people are killed.
4 Attacked by dangerous alien exomorph. Roll on Injury Table (see p. 31).
5 You were lost in the wilderness and suffered exposure, after a vehicle crash/breakdown.
6 Your team fails to rescue a high status casualty stranded in the wilds.

ROGUE

The future's for you. They don't tell you that. Colonies. Corporations. Government EZ's. But we've got brothers out there in the stars. You wanna join the gang, make some money - sure, but we've got connections on colonies and planets and in star systems. You can cut and kill - prove yourself. Make us some money and sure, we'll be proud of you. Give you a slice of the action: a drugs ring, a hit, busting some marshal's face. The future's for you cholo.

RANK & AUTOMATIC SKILLS

0 Cholo [**Streetwise 1**]
1 Soldier [**Blade Cbt 1**]
2 Veteran
3 Lieutenant
4 Captain
5 Right Hand
6 General

CAREER

QUALIFY	END 6+
SURVIVAL	INT 6+
COMMISSION	STR 8+
ADVANCE	INT 6+
RE-ENLIST	5+

MUSTER OUT

1 Standard Ticket
2 +1 Soc
3 Weapon
4 Weapon
5 Elite Ticket
6 +1 End
7 Star Envoy Club Member

	PERSONAL DEVELOPMENT	SERVICE SKILLS	SPECIALIST SKILLS	ADVANCED EDUCATION SKILLS
1	+1 Str	Blade Combat	Streetwise	Tactics
2	+1 Dex	Gun Combat	Forgery	Bribery
3	+1 End	Brawling	Bribery	Forgery
4	Brawling	Vehicle	Demolition	Computer
5	Blade Combat	Recon	Security	Leader
6	Carousing	Vehicle	Blade Combat	Jack-of-Trades

MISHAPS

1 A job goes horribly wrong, you get the blame.
2 Arrested and convicted. Spend some of the term in prison
3 Criminal successes are followed by violent retaliations from a rival gang. Roll on the Injury Table (see p. 31)
4 Your crew make a bitter enemy, a police officer, and must lay low.
5 A gang rival forces you out of the organization.
6 Injured in a gang battle. Roll on the Injury Table (see p. 31).

ROUGHNECK

They call you a 'roughneck', but it's not an insult, it's a mark of respect. You will be working long shifts, operating heavy equipment and in some very hazardous environments. From oil drilling to rig operations, mining to equipment driving, you will be in high demand across the Outer Rim. You will need to be technically adept as well as tough, independent and a team player. The pay is good, but it has to be - it includes your danger money.

RANK & AUTOMATIC SKILLS

0 Roustabout [**Vacc Suit 1**]
1 Floorhand [**Mining 1**]
2 Assistant Driller
3 Driller
4 Toolpusher [**Mechanical 1**]
5 Superintendant
6 General Manager

CAREER

QUALIFY	DEX 8+
SURVIVAL	INT 6+
COMMISSION	STR 8+
ADVANCE	END 7+
RE-ENLIST	7+

MUSTER OUT

1 Standard Ticket
2 Standard Ticket
3 Weapon
4 Elite Ticket
5 +1 Edu
6 +1 Int
7 Elite Ticket

	PERSONAL DEVELOPMENT	SERVICE SKILLS	SPECIALIST SKILLS	ADVANCED EDUCATION SKILLS
1	+1 Str	Vacc Suit	Streetwise	Navigation
2	+1 Dex	Mining	Electronic	Medical
3	+1 End	Loader	Ground Vehicle	Electronics
4	Gambling	Demolitions	Mechanical	Computer
5	Vacc Suit	Comms	Mining	Engineering
6	Brawling	Ground Vehicle	Admin	Jack-of-Trades

MISHAPS

1 You suffer from illness caused by your work.
2 You are fired on a trumped up charge, just for speaking up for your comrades.
3 An accident is blamed on you, and you are fired.
4 Injured at work. Roll on the Injury Table (see p. 31).
5 You clash with your boss, who makes life too tough for you to continue.
6 Injured at work. Roll on the Injury Table (see p. 31).

SCIENTIST

The further we travel out across the stars, the less we know... Your research work in space will be fundamental to its exploitation and development, from cataloguing new species to determining planetary climates, poisonous atmospheric contents and even the causes of volcanism. Nothing can be taken for granted in the Off-World Colonies. Your work could mean the difference between life and death, profit and bankruptcy, success and catastrophe.

RANK & AUTOMATIC SKILLS

0 Researcher [**Investigate 1**]
1 Scientist
2 Senior Scientist
3 Deputy Science Leader
4 Science Leader
5 Assistant Director
6 Director

CAREER

QUALIFY	EDU 6+
SURVIVAL	INT 3+
COMMISSION	EDU 5+
ADVANCE	EDU 8+
RE-ENLIST	5+

MUSTER OUT

1 Standard Ticket
2 Elite Ticket
3 Elite Ticket
4 +1 End
5 +1 Soc
6 Weapon
7 Star Envoy Club Member

	PERSONAL DEVELOPMENT	SERVICE SKILLS	SPECIALIST SKILLS	ADVANCED EDUCATION SKILLS
1	+1 Str	Gun Cbt	Mechanical	Medical
2	+1 Dex	Comms	Electronics	Computer
3	+1 End	Investigate	Vacc Suit	Admin
4	+1 Int	Vehicle	Computer	Leader
5	+1 Edu	Comms	Investigate	Navigation
6	+1 Int	Survival	Vehicle	Jack-of-Trades

MISHAPS

1 Your work is sabotaged and blackened by a third party. Lose all benefits.
2 A rival corp attempts to kidnap you and steal your research; you must flee.
3 You are involved in illegal research and rumours are spread about you. Reduce Soc by 1.
4 An expedition goes wrong, resulting in several deaths.
5 Your experiments have unpredictable results, and the project is shut down for good.
6 A rival corporation attacks your facility/operation. Roll on the Injury Table (see p. 31).

SURVEY SCOUT

Oil, platinum, beryllium, titanium, tantalum, lithium - music to the ears of any Board of Directors. Your job as a corporate resource scout is to find these and other lucrative materials on moons, planets and asteroids. You will be exploring, prospecting, analysing and then staking your claim. And you must do this before teams from other corporations get there first.

RANK & AUTOMATIC SKILLS

0 Scout [**Survival 1**]
1 Senior Scout [**Pilot 1**]
2 Supervisor
3 Mission Specialist
4 Senior Mission Specialist
5 Mission Chief
6 Operations Chief

CAREER

QUALIFY	STR 7+
SURVIVAL	END 7+
COMMISSION	INT 4+
ADVANCE	END 8+
RE-ENLIST	3+

MUSTER OUT

1 Standard Ticket
2 +2 Int
3 +1 Edu
4 Weapon
5 Weapon
6 Elite Ticket
7 Star Envoy Club Member

	PERSONAL DEVELOPMENT	SERVICE SKILLS	SPECIALIST SKILLS	ADVANCED EDUCATION SKILLS
1	+1 Str	Vehicle	Vehicle	Medical
2	+1 Dex	Vacc Suit	Mechanical	Navigation
3	+1 End	Mechanical	Electronics	Engineering
4	+1 Int	Mining	Investigate	Computer
5	+1 Edu	Comms	Gunnery	Pilot
6	Gun Combat	Mining	Medical	Jack-of-Trades

MISHAPS

1 Injured on duty. Roll on Injury Table (see p. 31).
2 Crash on remote planet. Roll on Injury Table (see p. 31).
3 Your team locates a valuable resource, but a rival group seizes the site and claims it for their corporation.
4 An expedition ends in disaster and you are blamed for it.
5 Attacked by dangerous alien exomorph. Roll on Injury Table (see p.31).
6 You are sent to a location by an corporate exec, but he knows it is dangerous, and your crew are badly injured. He threatens to blame everything on you.

TECHNICIAN

Everyone is out in space building better worlds - only they can't do it without you. Skilled engineers and technicians hold interstellar society together, and when something goes wrong, you will be the first on the scene to work out what happened and how it can be fixed. Technicians rarely have the back-up that their Earth-bound counterparts enjoy, and so you will be paid to come up with creative solutions to difficult challenges.

RANK & AUTOMATIC SKILLS

0 Technician [**Electronics 1** OR **Mechanical 1**]
1 Team Leader
2 Supervisor
3 Department Chief
4 Assistant Technical Manager
5 Technical Manager
6 Administrator

CAREER

QUALIFY	EDU 7+
SURVIVAL	INT 4+
COMMISSION	EDU 4+
ADVANCE	EDU 8+
RE-ENLIST	5+

MUSTER OUT

1 Standard Ticket
2 Elite Ticket
3 Weapon
4 +1 Int
5 +1 Edu
6 +1 Dex
7 +2 Edu

	PERSONAL DEVELOPMENT	SERVICE SKILLS	SPECIALIST SKILLS	ADVANCED EDUCATION SKILLS
1	+1 Str	Vehicle	Investigate	Mechanical
2	+1 Dex	Electronics	Vehicle	Computer
3	+1 End	Mechanical	Computer	Admin
4	+1 Int	Comms	Security	Electronics
5	Brawling	Vacc Suit	Engineering	Engineering
6	Gun Cmbt	Loader	Jack-of-Trades	Jack-of-Trades

MISHAPS

1 Injured on duty. Roll on Injury Table (see p. 31).
2 Catastrophic fire is caused by your negligence.
3 A rival takes all the credit for your 'big project'.
4 You achieve great things during a terrible disaster. Roll on Injury Table (see p. 31).
5 You miscalculate and an important project fails.
6 You clash with your boss, who makes life too tough for you to continue.

HOSTILE

PERSONNEL Form 01/FGW/600932-D

OFFICIAL USE ONLY		
Returned	PSSS	Date

ICO UNIVERSAL PERSONALITY PROFILE					
STR	DEX	END	INT	EDU	SOC

Name

Job Title

Rank

Terms/Age
/

Nationality

Videofone No.

Attach Photo

Work History

PSYCHOLOGICAL

Profile	Stress

Training & Skills	ICO Lvl

Personal Details

List of Current Belongings

Current Balance: ($):

UCC *"Hire for Attitude"* *"Train for Skill"*

Signature:
[Stay within the box]

SKILLS

Characters in **HOSTILE** games engage in a variety of activities, using their various skills to accomplish the challenges that confront them. Skills and their usage are described in this chapter.

Skill Rolls

Skill rolls use the core task resolution system to resolve actions. Whenever your character attempts any action with a chance of failure, roll 2D6, add the appropriate skill level and the relevant difficulty DM. If the result equals or exceeds 8, the action succeeds. If the result is lower than 8, the action fails. The basics of the task resolution system can be found in the Game System chapter, under Types of Rolls.

Task Format

Task descriptions can be formally written in a specific format, as follows:

Dock with tumbling space-station. Pilot, Dexterity, 1D6 minutes, Difficult.

Task Description: Describes the action of the task. In print, this is often italicized to help it stand out.

Required Skill: The skill required for the task. Skill levels are added as a positive DM to the check. Unskilled characters usually suffer a -3 DM if they do not have this skill.

Characteristic: Sometimes, but not always, a characteristic modifier is required for the task.

Time Increment: The time range required to perform the task.

Difficulty: The difficulty level, sometimes listed along with the modifier (eg. -2)

Informal Skill Check Descriptions

Skill checks can also be informally written by Difficulty followed by Required Skill. For example, repairing damage on a starship in mid-combat might be a Difficult (–2) Engineering task. When listed in this manner, the referee gets to choose the time increment involved, if it is not already obvious from the context.

Untrained & Zero-Level Skills

With referee approval, characters can perform some tasks without any training in a skill. Common skills, such as Vacc Suit, Mechanical and Carousing might entail a -3 DM penalty for being unskilled, whilst skills requiring extensive training or experience, such as Navigation, Pilot and Engineering, will entail a penalty of -5 DM. If a character has zero level in a skill (Skill-0), then he is competent in using that skill, but has little experience. He does not get any bonus from his skill ranks when using that skill but at least he avoids the penalty for being untrained.

Skill Descriptions

Administration: Admin, paper-work, dealing with rules, regulations and officials, as well as law and legal personnel.

Agriculture: Growing and harvesting crops and raising animals, including hydroponics and aquaculture (on an ocean world).

Aircraft: Operation and control of atmospheric craft, including transport planes, fast jets, jump jets, hovercars and tilt-rotors.

Brawling: Fighting unarmed with fists, feet or using wrestling or grappling moves. It includes the use of blunt weapons such as clubs.

Blade Combat: Fighting with knives or other edged weapons.

Bribery: Offering bribes to circumvent local law, or to influence someone's decision. The cash bribe must be appropriate to the situation.

Broker: Locating suppliers and buyers, and facilitating the purchase and resale of commercial goods, haggling, bartering and so forth.

Carousing: Social skills, including picking up gossip or rumour, making friends and reading people's body language.

Comms: Operating drones, sensors and radio equipment. Skilled characters can boost an incoming or outgoing signal, create or break a secure channel, detect signals and anomalies, hide or piggyback on another signal, jam local communications, locate and assess potential threats, and analyse complex sensor data.

Computer: Operation and programming of computers, including creating or breaking data encryption; mining data effectively; creating or breaking data and network security protocols; overriding a computer protocol, as well as other general programming tasks.

Demolitions: Using demolition charges and other explosive devices, including assembling or disarming bombs.

Electronics: Operating and repairing complex electronic devices.

Engineering: Use and maintenance of powerplants, reactors and starship drives.

Forgery: Faking documents, currencies, and identification badges in order to deceive officials, government agents and security forces.

Gambling: Running games, winning games and making money! If he has the opportunity, the character can organise games for others to play which will net him a nice cash win whilst still letting other gamblers also take away money.

Ground Vehicle: Operation and control of wheeled and tracked vehicles, including ATVs and Armoured Fighting Vehicles.

Gun Combat: Using and maintaining small arms including pistols and rifles, SMGs, lasers, machineguns and shotguns.

Gunnery: Using starship-mounted weaponry.

Heavy Weapons: Using military support weapons including rocket launchers, heavy artillery guns, tactical missile launchers, grenade launchers and high-velocity tank guns.

Investigate: Scientific analysis and the use of complex and accurate scientific tools and equipment to gather clues at a crime scene or scientific location.

Jack-of-All-Trades: The character is a quick learner, able to pick up skills by watching and learning. He can help any skilled character, making his JoT roll to provide a +1 bonus to the skilled character's attempt even though he doesn't possess the required skill. The benefit

of JoT is that the character with the skill can assist anyone, carrying out almost any careful activity, as long as he can be directed and instructed. JoT does not incur the standard -3 penalty for attempting a task while unskilled.

Leader: Motivating others in times of crisis or stress, particularly Non-Player Characters who might be reluctant to carry out an action.

Liaison: The art of negotiation and diplomacy. Opposed checks can resolve cases when two diplomats are engaged in negotiations.

Loader: Operation and control of all cargo loading devices, everything from fork-lift trucks to cranes, augmented exoframe loaders and all forms of starship loading equipment.

Mechanical: Operating and repairing mechanical devices, from truck engines to airlock doors, hydraulic lifters to life support machinery.

Medical: Training and skill in the medical arts and sciences, from diagnosis and triage to surgery and other corrective treatments. This skill represents a character's ability to provide emergency care, short term care, long-term care, and specialized treatment for diseases, poisons and debilitating injuries.

Mining: The character has experience and training in prospecting and mining, both on a world surface and in a zero-G environment. It includes the use of mining equipment and machinery.

Navigation: Plotting courses on planets, and in space and using instruments, maps and beacons to determine exact location.

Pilot: Operation and control of interplanetary and interstellar spacecraft.

Recon: Scouting out dangers and spotting threats, ambushes, booby traps, unusual objects or out of place people. Characters are also adept at silent movement and in camouflage techniques.

Security: Installing and also bypassing or dismantling security measures, from mechanical locks to swipe-card locks, keypad locks, surveillance cameras and various types of alarms and their triggers.

Steward: The care and serving of passengers and other guests and including customer service.

Streetwise: Familiarity with underworld society, its rules, personalities, groups and customs.

Survival: Staying alive in the wild, including hunting or trapping animals, avoiding exposure, locating sources of food and fresh water, producing fires, finding shelter, avoiding dangerous flora and fauna and dealing with the dangers of hazardous climates (arctic, desert, etc.).

Tactics: This skill covers tactical military planning and decision making, as well as the calling up of fire support from friendly artillery, aircraft and even ships in orbit.

Vacc Suit: Use and training in all types of vacuum suits, hostile environment suits and combat armour, as well as operating in a zero-G environment.

Vehicle (Cascade Skill): The various specialties of this skill cover different types of planetary transportation. When this skill is received, the character must immediately select one of the following: Aircraft, Ground Vehicle or Watercraft.

Watercraft: Operation and control of ocean or water-going craft including motorboats, hydrofoils, hovercraft, submarines and large commercial ships.

What Those Skill Levels Actually Mean

Many of the skills and levels can be easily equated to actual licenses, ratings and Military Occupational Specialities (MOS) within the fictional universe of **HOSTILE**. Civilian licences usually include grades or certifications of competence, such as Class 1 or Class 2, that equate to the **HOSTILE** skill level system.

Often, a Class 3 rating represents an Advanced Licence, so a character with Broker-3 has an *Advanced* commercial Brokerage Licence. Some licences and ratings require the possession of a pair of skills. Although these licenses and MOS provide no rules advantage, they serve as background and detail for your character – *should you want them*.

CIVILIAN

Aircraft-1	National Pilot License
Broker-1	Commercial Brokerage Licence
Comms-1	ICO Sensor & Signals Licence
Engineering-1	ICO Power Engineering Licence
Ground Vehicle-0	National Driving Licence
Ground Vehicle-1	National Off Road Driving Licence
Gunnery-1	Space Weapon Operation Licence
Loader-1	ICO Cargo Loader Licence
Medical-1, Liaison-1	Medical Psychotherapy Licence
Medical-2	EMT Licence
Mining-2	UASL Mine Worker's Licence
Mining-3	UASL Mine Co-ordinator's Licence
Pilot-1	ICO Space Transportation Pilot Licence
Vacc Suit-1	UASL Pressure Suit Handling Licence
Watercraft-1	Marine Ship-handling Licence
Technician - Electronics-2	Electronic Maintenance Certificate
Technician - Mechanical-2	Mechanical Maintenance Certificate
Physician - Medical-3	Medical Doctor (M.D.)
Physician - Medical-3, Liaison-1	Fellow of the College of Medical Psychotherapy (F.C.M.P)
Physician - Medical-3, Edu B+	Fellow of the College of Surgeons (F.C.S.)

UNITED STATES SPACE COMMAND (COMMISSIONED OFFICERS)

Admin-2	Logistics Officer
Admin-1, Loader-1	Chief Loadmaster
Comms-1, Admin-1	Operations Officer
Comms-1, Computer-1	Electronic Warfare Officer
Engineering-2	Chief Engineer
Gunnery-2	Weapons Officer
Medical-2	Medical Officer
Medical-3	Ship's Surgeon
Navigation-2	Navigation Officer
Pilot-2	Flight Officer
Tactics-2	Tactical Action Officer

USSC Captain Lisa Bennet *59677A Age 26 2 Terms*
Comms-2, Vacc Suit-1, Computer-1
MOS: Electronic Warfare Officer

UNITED STATES SPACE COMMAND (ENLISTED)

Admin-1	Yeoman
Admin-1, Computer-1	Logistics Specialist
Comms-1	Sensor Operator
Comms-1, Computer-1	Electronic Warfare Specialist
Computer-1	Computer Systems Operator
Electronics-1	Electrical Technician
Electronics-3	Master Electrician
Engineering-1	Fusion Engineer
Engineering-1, Electronics-1	Hyperdrive Engineer
Electronics-1, Mechanical-1	Propulsion Engineer
Gun Combat-2, Rank 4	Master-at-Arms
Gun Combat-3	Combat Arms Training Specialist
Gunnery-1	Weapons Operator
Gunnery-1, Electronics-1	Energy Weapons Technician
Gunnery-1, Mechanics-1	Missile Technician
Gunnery-3	Tactical Systems Supervisor
Loader-1	Loadmaster
Mechanical-1	Mechanical Technician
Mechanical-3	Master Mechanic
Medical-2	Medical Technician
Medical-2, Vacc Suit-1	Space Physiology Specialist
Navigation-1	Quartermaster
Pilot-1	Shuttle Pilot
Vacc Suit-1	EVA Specialist

UNITED STATES MARINE CORPS (COMMISSIONED OFFICERS)

Admin-2	Logistics Officer
Admin-1, Tactics-1	Intel Officer
Computer-2	Computer Systems Officer
Computer-1, Tactics-1	MEU Planning Officer
Comms-1, Computer-1	Electronic Warfare Officer
Comms-2	Signals Officer
Demolitions-2	Combat Engineering Officer
Demolitions-1, Admin-1	Ordnance Officer
Ground Vehicle-1, Recon-1	Armoured Recon Officer
Ground Vehicle-1, Leader-1	Tank Officer
Heavy Weapons-1, Computer-1	Field Artillery Officer
Heavy Weapons-1, Tactics-1	Infantry Weapons Officer
Tactics-1	Infantry Officer
Mechanical or Electronics-2	Maintenance Officer
Recon-1, Leader-1	Special Operations Officer
Vacc Suit-2	High Intensity Operations Officer

UNITED STATES MARINE CORPS (ENLISTED)

Admin-1	Marine Clerk
Admin-1, Computer-1	Logistics Specialist
Admin-1, Tactics-1	Intelligence Analyst
Aircraft-1	Marine Aviation Pilot
Blade-3	Marine Combat Instructor
Brawling-3	Martial Arts Instructor
Comms-1	Comtech
Comms-1, Computer-1	Electronic Warfare Specialist
Computer-1	Computer Systems Operator
Computer-1, Tactics-1	Battlespace Operations Specialist
Demolitions-2	Combat Engineer
Demolitions-2, Tactics-1	EOD Technician
Electronics-1	Electronics Systems Technician
Electronics-2, Computer-1	Sensor Systems Technician
Ground Vehicle-1	Fighting Vehicle Driver
Ground Vehicle-1, Hvy Weapons-1	Fighting Vehicle Crewman
Ground Vehicle-1, Mechanical-1	Fighting Vehicle Technician
Gun Combat-1	Rifleman
Gun Combat-2	Rifle Sharpshooter
Gun Combat-3	Rifle Expert
Gun Combat-2, Recon-1	Scout-Sniper
Heavy Weapons-1	Assault Marine
Heavy Weapons-1, Str 9+	Smartgunner
Heavy Weapons-1, Computer-1	Fire Control Specialist
Heavy Weapons-1, Demolitions-1	Field Artilleryman
Mechanical-1	Mechanical Systems Technician
Medical-1	Combat Medic
Medical-3	Combat Trauma Surgeon
Recon-1	Recon Marine
Recon-1, Demolitions-1	Marine Special Operator
Security-1	Security Specialist
Survival-1	SERE Graduate
Survival-3	SERE Instructor
Tactics-1, Rank 2+	Unit Leader/NCO
Vacc Suit-1	High Intensity Operator
Vacc Suit-3	High Intensity Instructor
Watercraft-1	Fast Boat Coxswain

Gunnery Sergeant Mike Leonard *887796 Age 38 5 Terms*
Gun Cbt-2, Tactics-2, Brawling-1, Electronics-1, Medical-1
MOS: Combat Medic , Rifle Sharpshooter, Company NCO, Electronics Systems Technician

WAGES & PRICES – 2250

SPACER MONTHLY SALARIES

Captain	$7,000
First Officer	$6,000
Second Officer	$5,000
Third Officer	$4,000
Fourth Officer	$3,000
Crewman	$3,000

Salaries for starship crews vary between starlines, from monthly salaries as listed here, to nominal monthly payments of $1,000 with hefty bonuses added on completion of the mission. These bonuses are shares. See **Crew Expendable** for more information. Prospectors also receive shares on the claims they locate (see **Roughnecks** for additional information).

HOSTILE CAREER MONTHLY SALARIES

Career	Salary Base	Multiplier
Android	-	-
Corporate Agent	$3,200	$600
Corporate Executive	$10,000	$1,000
Colonist	$3,500	$500
Commercial Spacer †	$3,000	$1,000
Marine Enlisted †	$1,000	$500
Marine Officer †	$3,000	$1,200
Marshal	$4,000	$500
Military Spacer Enlisted†	$1,000	$500
Military Spacer Officer†	$3,000	$1,200
Physician	$4,500	$4,000
Ranger	$3,000	$200
Rogue	$1,800	$1,800
Roughneck	$4,500	$800
Scientist	$2,600	$600
Survey Scout	$4,500	$800
Technician	$3,000	$200

Multiply career rank by multiplier, then add total to salary base.
† = Cost of Living is usually free

FOOD & TRAVEL COSTS

Coffee, Red Stone	$2
Beer, Red Dragon	$3
Beer, L4 Lager	$2
Meal (fast food/breakfast)	$6
Meal (restaurant)	$30
Meal (fine dining)	$120
Hotel Capsule/Night	$15
Hotel Business/Night	$120
Hotel Luxury/Night	$400
City Bus	$4
Taxi/Autocab	$20
Hovercar Airtaxi	$200
Flight, Regional	$350
Flight, Global	$1,200
Flight, Into Orbit	$2,000
Flight, Hyperspace	$8,000
Maglev (commute)	$10
Maglev (regional)	$50

COST OF LIVING

Subsistence Living
Food $100 per month; Housing Rent $300 per month; Total $400
Decent Living
Food $250 per month; Housing Rent $850 per month; Total $1,100
Luxury Living
Food $1,000 per month; Housing Rent $5,000 per month; Total $6,000 + $100 x Soc

OTHER COSTS			
Videofone (Global)	$1	Executive Bodyguard/day	$2,500
FTL Message (50 characters)	$2,500	Private Investigator/hr	$150
Bail, Minor	$2,000	Firearms Range/hr	$100
Bail, Major	$20,000	High-End Escort Service/hr	$300
Vacc Suit Valet	$140	Street Prostitute/trick	$30
Forged Document	$1-6,000	General Repair Shop rate/hr	$150
Software Jockey/hack	$1-6,000	Equipment Rental/day	1% ††
Housekeeper/month †	$1,200	Secure Vault Rental/month	$100
Professional Consultant/hr	$500	Personal Assistant/month †	$3,000
Medical Care per Point	$200	Attorney/hour	$250
Medical Surgical Procedure	$10,000	Security Guard/day	$250
Surgical Face Change	$5,000	Bribery, "Look the Other Way"	$100
Organ Replacement	$2,000	Bribery, Minor Felony	$500
Limo Rental/hr	$250	Bribery, Serious Felony	$5,000

† = Cost of Living is usually free †† = Percentage of full retail value

HAZARDS 4

It's a hostile universe. They tell you that just before they freeze you on the starship. But it can't be that bad, surely ? You were born and raised in the Yukon, after all. Guess what – you'd trade an entire year of Yukon winters just to avoid one more day on Defiance. Perpetual rain fall, a permanent 130 mph super-hurricane, hourly storm surges and man-eating amphibian critters … Dear Lord. Get me out of here …

This chapter illustrates how planets, environments, and isolation can damage and kill player characters. Stress, brought on by fear or desperation must also be dealt with. An important part of survival is exposure – to both a hostile atmosphere and to extreme temperatures. Starvation, thirst, falling from a height and radiation can also all play their part

STRESS

People can only handle so much stress before falling apart. Encounters in the **HOSTILE** universe will, over time, drive even the strongest to the brink of sanity. Players are always in control of their characters, but there are times – typically when faced with overwhelming and indescribable horror – that the character may freeze or even be temporarily removed from play due to extreme psychological stress. These should be rare and the character is always returned back to the player's control.

Stress Events

Characters in **HOSTILE** suffer stress in a number of ways. These are called Stress Events. These include:

- In a vacc suit, or a vehicle, or ship that takes damage for the first time.
- Each time a characteristic reaches half its normal number and/or zero (such as from wounds or hunger).
- Seeing anyone in your party injured, poisoned, or fail a Panic roll.
- Catching fire
- Encounters with terrifying creatures or situations.
- Losing control in zero-G during a space-walk.
- Firearm malfunction in combat
- Facing violence or witnessing a violent act

The Stress Roll 8+

Each time a character experiences a Stress Event, he makes a Stress roll, which is an Average (0) Intelligence roll.

Succeeding a Stress roll indicates the character is able to deal with the stress and can continue to function normally. Failing a stress check always results in the temporary loss of 1 Int point ('Overstress') and the character being stunned for one full combat round. Lowering Intelligence represents a character becoming less rational, less focussed and more troubled. Points of Overstress are removed at the end of the adventure. A lowered Intelligence characteristic may have repercussions:

First point of Int lost during a game – Stunned for one round.

Int reduced to Half (round up) – Make an Average (0) Int Panic roll; failure indicates that the player must roll on the Panic Effects table.

Int reduced to 0 – The player makes Difficult (-2) Int Panic roll. If successful, Int is returned to 1. If failed, roll on the Panic Effects table with a +2 DM.

Panic Check

When a character's stress overwhelms them, they must struggle to retain control of their sanity. The Panic roll is an Int roll, and if failed, requires the player to roll on the Panic Effects table. Success indicates that the character fought back the terror with grim determination.

PANIC EFFECTS

2D6	Description
2-4	Stunned – 1D6+2 rounds
5-6	Flee – Overwhelming drive to escape the situation for 1D6+2 rounds
7-8	Stunned – 1D6+2 minutes
9	Phobia – stunned 1D6+2 rounds, and also develop a phobia. Pick something appropriate; each time you are exposed to it take a -2 to all Stress checks.
10	Flee – Overwhelming drive to escape the situation for 2D6 minutes
11	Stupefied – Blank, uncommunicative, unresponsive and oblivious for 1D3 days
12	Psychotic Break – Reality has no meaning, the character turns illogically on his comrades by sabotaging equipment and hampering any chance of escape or survival, even if it means the character's own death. Lasts until cured.

Stunned characters may babble incoherently, suffer total paralysis, stand there screaming, curl up into a foetal position, throw up, cower in abject fear … and so on, depending on the situation. Characters stunned for days are stupefied, staring blindly into space, unable to communicate and capable of being tamely led around. Phobias suitable for those who receive them include fear of blood, fear of the dead, fear of being left alone and fear of enclosed spaces (including autodocs, vacc suits and hypersleep pods). Characters who flee will do so blindly and heedless of any danger they may be putting both themselves, and their comrades, into. Psychotic characters require 1D3 weeks of counselling to recover, with a dose of polyphenerol-z administered each week.

Recovering from Stress

Overstress can be reduced under the right circumstances. The character requires safety and security, plus ways to cope such as little comforts or frivolous escapes. These are called Recovery Events and they can reduce Overstress:

- Defeating or escaping from an immediate physical threat.
- Successfully performing a heroic feat, or seeing one occur.
- Motivated by a crew mate (an Average Leader check).
- Being treated for shock by a medic (an Average Medical check).
- Rest for 8 hours (minus the PC's End modifier) in a safe, dry, warm place.
- A comfort offered by a crew mate: hot meal, a warm bed, a mug of hot tea or coffee, a shot of whiskey, a cigarette and a heart-to-heart with a buddy, etc.
- An escape: sex, simstim (if using **Zaibatsu**) or drugs such as ACE, pheromone-X or dexamphetamine..
- Receiving 1D3 days of counselling from a trained medic (Medical-1+), or a shot of polyphenerol-z administered with a Routine (+2) Medical check.

Each time a character experiences a Recovery Event he makes a Routine (+2) Int check and if successful regains a point of Int, in effect becoming a little calmer and more capable, returning to normal bit-by-bit. Failure has no effect. Psychotic characters require 1D3 weeks of counselling from a trained medic (Medical-1+) to recover, with a dose of polyphenerol-z administered each week with a Routine (+2) Medical check.

The Horror!
Note that characters may encounter situations, or entities such as sanity-smashing alien beings, that can rip right through this process. This may include forcing an immediate Stress Roll at a penalty, or forcing a player character to make Panic roll regardless of their Stress. The referee is cautioned to use such 'cosmic horror' encounters sparingly !

ACID

Corrosive acids deal 1D6 damage per round of exposure, except in the case of total immersion (such as into an industrial vat of acid), which deals 10D6 damage per round. An attack with acid, such as from a hurled vial or an animal's acidic spittle, counts as a round of exposure.

The fumes from most acids are poisonous. Those who come close enough to a large body of acid to dunk a creature in it must make an Average (+0) Endurance check or take 1D6 point of damage. All such characters must make a second Average (+0) Endurance check one minute later or take another 1D6 point of damage. Creatures that are immune to acid's caustic properties might still drown in it if they are totally immersed and need to breathe. For more details, see Suffocation.

HIKING

Walking across a planetary surface might occur as part of a survey expedition, or perhaps to find civilization when the characters' ship has crash landed on a sparsely populated colony world. Most hikers carry food, water and camping supplies for their intended journey. Anyone with a Medium or Heavy load (see p. 39) moves at the following speeds for a 6 hour period.

EASY GOING (6 kph) Grasslands, tundra, savannah, rocky desert, ice sheets, etc.

HARD GOING (5 kph) Rocky ground, hills, sand sea, forest, snow, marsh, etc.

SLOW GOING: (2 kph) Mountainous terrain, thick jungle, etc.

For characters moving cautiously, or searching, halve these rates. For Lightly Loaded characters, increase the hourly rate by 1 kph and the maximum duration of a day's hike to 8 hours. At the referee's discretion, a character with Leader skill who makes an Average (0) roll can push everyone to march for an additional 1D3 hours, but at a cost of every hiker suffering 1 pt. of damage.

FALLING

A character who falls on a 1-G (one gravity, or Earth-like) world suffers 1D6 damage per two metres fallen. Optionally, high or low gravity worlds will increase or decrease the damage per die. Check the size code for the world and apply the following damage DM.

-2 if Size 3-
-1 if Size 5-
+1 if Size 10+
+2 if Size 12+

FIRE

Characters exposed to a fire source might find their clothes, hair, or equipment on fire. Those at risk of catching fire are allowed a Dexterity check to avoid this fate. If a character's clothes or hair catch fire, he takes 2D6 damage immediately. In each subsequent round, the burning character must make another Dexterity check. Failure means he takes 2D6 damage that round. Success means the fire has gone out. Being on fire forces an instant Panic Roll.

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself, spraying himself down with a fire extinguisher or otherwise smothering the flames. If the character has no such means, rolling on the ground or smothering the fire with fire blankets or the like permits the character a DM+2 on his next Dexterity check. Putting out a fire with a fire extinguisher or extinguishing a fire on another person requires a successful Easy (+4) Dexterity roll.

DISEASES

Diseases reduce a character's characteristics, usually Endurance. The character must make an Average (0) Endurance roll with the listed DM to resist the effects of the disease. If the character fails the Endurance roll then he takes the listed damage after the rolled interval and must make repeated Endurance rolls at the same interval. Once an Endurance roll has been passed the character has fought off the disease.

SAMPLE DISEASES

Disease	DM	Damage	Interval	Symptoms
Wound Infection	+4	1D3	1 day	Swelling, pain, fever
Pneumonia	+2	1D6+4	1D6 weeks	Cough, fever, chest pain
Anthrax	–2	1D6+2	1D6 days	Cough, fever, tiredness, chest pain
Cholera	+1	1D6–2	2D6 hours	Diarrhoea, vomiting, thirst
Ebola	–4	1D6+4	2D6 days	Fever, muscle pain, internal bleeding

POISONS

Poisons reduce a character's characteristics, usually Endurance. The character must make an Average (0) Endurance roll with the listed DM to resist the effects of the poison. If the character fails the Endurance roll then he takes the listed damage within 1-3 combat rounds.

SAMPLE POISONS

Poison	DM	Damage
Delta-14	0	Death (or 2D6 damage if End roll is made)
Fentanyl-X	-4	Unconsciousness for 1D6x10 mins
Virax-B	-4	Paralysis for 2D6 mins
Medusan Spores	-2	Catatonia for 1D6 hours
Cyanobacteria	0	Insanity for 1D6 hours

SUFFOCATION

In an area where sufficient oxygen is not long available, such as on board a starship without life support, a character begins to suffocate, suffering 1D6 damage each minute. A character who is utterly without air (such as one who is being smothered or strangled) suffers 1D6 damage each round, instead.

HOSTILE ATMOSPHERES

Many atmospheres are tainted (Type 4, 7, 9) or unbreathable (Type 2, 3 or A) ; but some are vacuum (Type 0 and 1), whilst others are extremely toxic to humans (Type B and C).

Taints may be severe, doing damage every minute, or more long term, doing damage every hour.

DAMAGE FROM ATMOSPHERE

Atmosphere Type	Damage
BREATHABLE (Type 5, 6, 8)	Fine to breathe
TAINTED (Type 4, 7, 9)	1D6 each minute or hour
UNBREATHABLE (Type 2,3, A)	1D6 each minute
VACUUM (Type 0, 1)	3D6 each round
CORROSIVE/INSIDIOUS (Type B or C)	1D6 each round

TEMPERATURE

The following labels cover a temperature band that can be equated with an Earth-like climate or the climatic conditions on some moon or planet within the solar system. As a planetary label, it is simply a generalization. The **HOSTILE Setting** book provides round by round damage amounts for these categories but these rules concentrate instead on daily temperature damage, for trekking and hiking purposes.

Frozen [-100ºC or lower]
Too cold for human habitation, protective gear required: Moon in shade, Pluto.

Cold [-15ºC or lower]
Lower limits of human habitability: Yellowknife in winter, Mars.

Cool [-10ºC to -1ºC]
Habitable zone, but cooler on average than Earth: Toronto in winter.

Temperate [0ºC to 24ºC]
Habitable zone, Earth average climate, similar to Boston or Paris.

Warm [25ºC to 34ºC]
Habitable zone, but warmer on average than Earth: Los Angeles in summer.

Hot [35 ºC or higher]
Upper limits of human habitability: Mojave Desert in summer.

Inferno: [100ºC or higher]
Too hot for humans - protective gear required: Moon in sunlight, Mercury in daylight.

Each damage value below is paired with a time increment – how often that damage is incurred. This time increment will decide the scenario's time scale; the characters might be moving week by week across an ice field on a Frozen world, in an ATV, but if a character one day smashes his suit helmet whilst digging the ATV out of a ditch, then the scale of time moves instantly from weekly to minutes (the character is inside a sealed suit, but since it is no longer sealed we can treat it as 'Suitable Clothing' and begin inflicting 4 damage points every minute).

The referee must decide on the temperature of the terrain being crossed. The dune seas of Mars' Herschel Impact Basin are Cold. Those of Saudi Arabia's Empty Quarter are Hot. Polar regions are either Cold, or on icy planets and moons like Ganymede, can be Frozen. Cold and Hot environments are dangerous and can kill if not adequately equipped.

DAMAGE FROM EXTREME TEMPERATURE

Surface Temperature	Unsuitable Clothing	Suitable Clothing	Sealed Suits
FROZEN	8 pts /min	4 pts /min	Survival Suit 1 pt./hour Vacc Suit 2 pts /day HES 0 pts/day
COLD	12 pts/day	6 pts/day	-
HOT	8 pts/day	6 pts/day	-
INFERNO	6 pts /min	6 pts /min	Survival Suit 6 pts /min Vacc Suit 2 pts/hour HES 0 pts/hour

HOT: *Assumes zero water to drink; -6 from damage if minimal water available; -8 if plentiful water available.*
COLD*: Assumes unheated tent/shelter; -4 from damage if heated shelter; -2 if eating hot daily meal·*

If the scenario is set in a Hot or Cold environment, and only going to take place over three or four days, say, then the referee is advised to use the detailed Desert and Arctic rules later on in this chapter. If the scenario involves long distance treks, then use the Damage from Extreme Temperature table, above.

Useful Types of Clothing

Poncho: A useful hooded waterproof coverall, with a reversible sun-reflective inner. Cost $30. Weight 0.5kg.

Surface Mask: A survival mask can filter contaminants, taints, smoke and dust (atmosphere types 4, 7, and 9) and can also compress breathed air to allow survival in a low pressure atmosphere (types 2 and 3). Useful in Very Thin or Tainted atmospheres. Cost $150. Weight negligible.

Desert Clothing: Clothing suitable for hot desert conditions is not expensive and usually consists of a hat or head scarf to shade the head, sunglasses and loose-fitting trousers and shirts designed to cool the body. Exposed skin must be covered and protected. Includes sturdy desert boots. Cost $80. Weight negligible.

Cold Weather Clothing: Suitable protection against bitterly cold weather (-15º C or below). Adds a DM+2 to all Endurance checks made to resist the effects of cold weather exposure. Cost $200. Weight 2 kg.

Survival Suit: Designed to protect the wearer from extreme cold or heat (-80ºC to +80ºC), the environment suit has a hood, gloves and boots. It uses a power cell to provide internal heating or cooling. Although the survival suit is watertight and provides a good seal against moisture or heat loss, the survival suit is not airtight or pressurized. It serves well as a 'ditching' suit, keeping a character alive for longer in cold water. Power cells will last for 20 days. Cost $500. Weight 2 kg. Armour Rating 2.

RADIATION

Radiation can be real killer in space. Solar storms bathe interplanetary space with energized protons that can reach deadly levels very quickly and some stars and gas giants have particularly deadly radiation belts which should making prolonged travel nearby equally unhealthy. Radiation in **HOSTILE** is measured in Rads. Note that Crew Radiation Hits are assumed to have *already penetrated* the hull.

RADIATION EXPOSURE

Radiation Source	Exposure Level
Hot Zone (close to white dwarf or radioactive gas giant)	High Level per hour
Danger Zone (close to gas giant, star)	Low Level per hour
Minor Solar Flare (duration 1-6 hours)	Low Level per hour
Major Solar Flare (duration 1-6 hours)	High Level per hour
Nuclear Blast	Extreme Level
Crew Radiation Hit (Minor)	Low Level
Crew Radiation Hit (Critical)	High Level
Irradiated Area (per hour)	Low/High/Extreme

Exposure Level	Rad Exposure
Low Level	2D6 x 5
High Level	3D6 x 20
Extreme Level	2D6 x 100

Radiation Protection

Subtract the relevant value from the Rad Exposure before totalling up the character's Rad dosage. Roll each hour if the exposure is extended.

Protection	Reduction in Rads
Soft Suit	20
Hard Suit	40
Hostile Environment Suit	90
Hardened Spacecraft Bridge	280
Spacecraft Hull	180
Radiation Shielded Spacecraft Hull	400

Damage From Radiation

Inflict the rolled damage on the character (starting with Endurance). The rads accumulated are then discarded.

Total Rad Exposure	Damage
0-24	None
25-99	1D6
100-1000	2D6
1000+	3D6

Effects of Radiation Damage

Damage from radiation is not quite like that inflicted by a knife or bullet, its effects manifest over time. The severity of the sickness is indicated by the loss of characteristic points. While the rules here are quite clinical and clean, radiation sickness is not although such unpleasantness may be glossed over as the referee sees fit.

Endurance Remains Above 0: No appreciable affects, the character naturally recovers 1 characteristic point per day.

Endurance 0 (Very Ill): After a number of hours equal to Endurance the character suffers nausea and sickness. Make an Average (0) End check to recover, or suffer another 1D6 damage and be very ill for 1-3 days. After this time has passed the character naturally recovers 1 characteristic point per day. A medic can assist with a lysophosphatidic acid (LPA) treatment making a Routine (+2) Medical check to assist and provide a +2 DM to the patient's roll.

Two Characteristics at Zero (Severely Ill): After a number of hours equal to Endurance the character suffers nausea and sickness, internal bleeding and some hair loss. Make a Difficult (-2) End check or suffer an additional 1D6 damage. Failure means the character is feverish and nauseous, and along with diarrhoea and vomiting, they cannot face the thought of food. Roll each week until the check is successful, at which point recovery begins and the character recovers 1 characteristic point per week. A medic can assist each week with a lysophosphatidic acid (LPA) treatment, making a Routine (+2) Medical roll to assist and provide a +2 DM to the patient's roll. Severely ill characters lose 1 point of Endurance permanently.

PRESSURE LOSS

On many small moons, on asteroids and in deep space, humans are battling against lack of pressure, in most cases a vacuum or a near vacuum. This is always the greatest danger to any space traveller.

Puncturing the Hull

An attack from outside the hull may puncture it if the roll to hit is successful. Inside the hull, stray bullets or other missiles may strike furniture or equipment instead of the hull. If a gun is discharged and does not hit a human target, roll its damage dice to determine its trajectory. On 2-9 the bullet lodges in something else, on 10+ the bullet strikes the hull, or just ploughs through the piece of furniture to hit the hull anyway. Lasers will destroy whatever they hit, so the chance of a hull strike for a laser is a basic 50% (roll 2-6 on a 2d6 for a hull strike).

Hull of a ...	Armour Rating
Ground vehicle, aircraft or small craft, vacc suit	4
Starship or space station (standard outer hull)	12*
Surface base or building	25

*Each point of Spacecraft Armour adds +4

If a weapon hits an outer hull, roll for weapon damage as normal and subtract from this the armour rating of the target. If penetration occurs, a 1 cm diameter hole is punched into the hull and decompression begins.

Explosives of any kind automatically strike the hull if detonated internally. The fact that the atmospheric pressure of the cabin is exerting great force on the skin of the habitat or vehicle adds a considerable punch to any internal explosion, increasing the chance of a puncture. Roll explosive damage as listed in the **HOSTILE Setting** book, and subtract the relevant armour modifier. Every point of explosive damage beyond that needed to puncture the hull widens the hole by 10cm. A frag grenade tossed into an orbital lab goes off and does 24 points of damage, lowered to 12 after the lab's hull is considered: that constitutes a breach. The 12 points cause a hull rupture 1.2m in diameter... This combat rule can serve as a guideline for other projectiles, from micrometeoroids striking the hull, to vehicles crashing into a surface habitat or fuel pumps exploding.

The Speed of Decompression

Designers do not build huge open-spaced colony buildings or spacecraft, they are divided up into smaller compartments separated by pressure bulkheads. Decompression of one section will not affect the rest of the vehicle or habitat. Puncturing the skin of a spacecraft or habitat is easy and great efforts must be made to avoid situations where such a catastrophe might occur. But what happens when such a situation arises?

For a 1 ton cabin, a 1 cm diameter hole will cause pressure to drop by 50% in 5 minutes and to vacuum in 10 minutes. The half-way point marks the level at which asphyxiation begins (see below) and the character suffers 1D6 damage per minute. This basic value can be extrapolated to determine pressure loss for other sized-compartments. Should a bullet punch a hole through the skin of a 20 ton cargo hold, for example, pressure loss will take 20x longer (1 hr 40 mins to reach half an atmosphere, 3 hrs 20 minutes to be reduced to vacuum). The real danger is in hatches popping open and in ruptures caused by explosions.

Using the previous example of a 10 ton lab module damaged by a grenade, the breach created was 1.2m in diameter. Increasing the affected volume increases the time to asphyxia to 50 minutes, but the breach was also 120x larger:

Time to Asphyxia: (5 mins x 10) / 120 = 0.42 mins (25 seconds or 4 combat rounds)

If a 1 ton airlock blew its hatch and exposed unprotected individuals to vacuum, the effects of asphyxia would occur much faster. Assume the hatchway is a 1.2m breach:

Time to Asphyxia: (5 mins x 1) / 120 = 0.042 mins (3 seconds or half a combat round)

Note that since full vacuum is reached after ***twice*** this duration, the folks in the airlock will suffer the perils of vacuum at the end of the six-second combat round. What exactly does this do to the characters?

Effects of Vacuum on the Human Body

Exposure to vacuum results in 3D6 damage per combat round. To save someone suffering catastrophic haemorrhage and embolism requires that pressure be restored to at least 50% or more of atmospheric norm. This will prevent further damage. Recovery requires a trauma kit with a defibrillator to restart the heart, an oxygen bottle and specific drugs (namely pentoxifylline, prostaglandins and calcium channel blockers), all of which are found within spacecraft and habitat trauma kits.

To stabilize a patient exposed to vacuum: Medical, 1-6 mins, Difficult (-2). Failure indicates the patient continues to deteriorate at 1D6 pts per hour. The medic can try again each hour. Success indicates the patient regains 4 characteristic points and can begin recovery as normal.

Operating Vacc Suits

Sealed space suits, such as vacc suits or hostile environment suits, may be crucial in staying alive in environments where there is no air or air that is poisonous to the human body. Their drawback is endurance – most have a limited time on surface of around 6 hours. Once a suit's Armour Rating is breached it takes 1-3 rounds for the suit to self-repair the tear. In those three rounds the wearer will suffer 1D6 points of damage per round. For major breaches, the damage is not self-sealing and very difficult to repair. Being inside a breached suit is a Stress Event.

To repair a major breach: Vacc Suit, 1D6 rounds, Difficult (-2), or Very Difficult (-4) if repairing one's own suit. All suits include a suit repair kit.

THARSIS
CORPORATION
Union of American Space Labor
ICO
WORKING ALONE IS AGAINST COMPANY POLICY
THE BUDDY SYSTEM WORKS!!

OPERATING IN ZERO GRAVITY

Spacecraft and large space stations in **HOSTILE** use grav plates to create artificial gravity, allowing crew to walk around as if they were on an airliner. Outside of those comforting environments, and away from the surface of a moon or planet, zero-G is king. Simply moving around carefully requires no roll but carrying out some tricky manoeuvre or task certainly will. If using a firearm in zero-G, resolve the aimed fire roll first, then whether the shot hit or not, attempt to retain control. Losing control in zero-G during a space-walk is a Stress Event.

Retain Control in Zero-Gravity: Vacc Suit, Dexterity, Instant, Average (+0)

Apply the following DMs: Using a tool to repair/construct -2; striking with tool or melee weapon; or pushing/pulling -4; using a handhold or brace +2

Retain Control Whilst Firing a Gun: the player rolls the Recoil number or higher using 2D6.

Apply the following DMs: Dex Modifier; Vacc Suit skill; using a handhold or brace +2; firing a 4-rd burst -4; firing a 10-rd burst -6.

Losing control means the character is tumbling and if a task was being attempted, it is abandoned. Roll again to regain control, but this time there are no DM's, either positive or negative, except for those derived from Vacc Suit skill and the Dexterity characteristic.

HUNGER & FATIGUE

Hunger

Characters might find themselves without food or water and without any means to obtain them. In a survival situation in a temperate climate, a character needs at least 1 litre of water and about 0.5kg of high protein food (meat, etc.) per day to avoid starvation. In very hot climates, characters need up to five times as much water to avoid dehydration.

Food Units: To make rationing food easier, in **HOSTILE** we refer to food 'units', with 1kg of meat equating to 10 units and 1kg of plant food equating to 5 units. In a wilderness scenario, we can assume that a character requires **5 units of food** each day to survive (a contented colonist usually enjoys 10 food units per day). A 2 kg ration pack provides 6 food units for a day. The Kinako Sunrise and Denali ration packs provide 6 food units per day, whilst the Kinako Tau or Modular Ration Pack ration pack provides 2 food units.

Starving: Without any food at all, a character deducts 1 point from Strength, Dexterity or Endurance each *day*. With rationed food (1-3 food units per day) a character deducts 1 point from Strength, Dexterity or Endurance every *week*. This starvation damage cannot be restored by normal means: 2 characteristic points are recovered each day that a full 5 food units are consumed.

Thirst: For each day water is rationed, reduce all three characteristics by 1 point if only 0.5 litre is drunk; by 2 points if 0.25 litre is drunk; and by 3 points if no water is drunk. Rules for water and thirst in desert conditions are provided in much more detail in the next section. Similar to hunger, damage sustained from thirst is recovered at the rate of 2 points for *every* characteristic each day they drink 1 litre of water.

Fatigue

Player characters require a Sleep Period in every 24, equal to 8 hours, although characters can reduce this by their End modifier for up to a week, followed by at least a week of regular sleep. Sleep must be had as a full Sleep Period, or as two 4 hour Sleep Periods.

Fatigue always begins 16 hours after a Sleep Period has ended (14 hours if the character has been hiking with a Medium Load and 12 hours if with a Heavy Load). When this fatigue begins, the character must make an Average (0) End check to avoid the need for sleep. Failure results in a -2 DM to all skill and characteristic checks until he rests. The fatigue roll is made again two hours later, but the DM increases now to -3. After that the character starts making Average (0) End checks every 30 minutes and if he fails, will fall asleep for an hour (minimum), totally overcome by exhaustion. Fatigue may play a part in a wilderness adventure, particularly if the scenario involves a dramatic chase across country, where stopping to rest may prove fatal.

CLIMBING

Climbing anything more difficult than a ladder might involve a Routine (+2) test of Strength. Climbing up a building wall to get access to the first floor window, climbing a tree to use as a sniper position, scaling a rubble-strewn cliff, etc. can all be scaled at roughly 3m per round. Failure indicates lack of progress, the climber can try again next combat round. Three consecutive failures indicates you are stuck. To continue make a Str roll at the next difficulty level. If this is failed the climber falls.

Sheer surfaces, such as the vertical sides of buildings, dams, bridges, and rock cliffs follow the same rules, but require an Average (0) Strength roll. Long climbs, progressing at 1m per round, will require multiple rolls. Obviously, climbing ropes and climbing gear will help immeasurably in such a climb.

Rappelling & Fast Roping

Rappelling is a controlled descent off a vertical drop, such as a rock face or building, using a rope and a belaying device, like a descender. A climbing harness is also required. Rappelling can be used to descend from the top of a building to reach a target window, particularly in hostage rescue or building assault scenarios. A technique called 'fast roping' is similar to rappelling, but the character is not attached to the rope and carries no climbing gear, he is able to slide down a thickly woven rope, controlling his descent using gloved hands and the pressure of his legs and boots. Rappelling or fast roping requires Routine (+2) Dexterity. Failure to rappel means the character has gotten stuck, and must spend one full combat round untangling the rope from the descender. Failure to fast rope results in the character landing heavily and suffering 1D6+1 damage.

COMMUNICATIONS

Typical short range communications are through well-known hand signals and verbal communications. Radio communications are affected by the terrain and atmospheric conditions. Stellar flares stop radio communications. To make contact with another radio set within range, make a Comms roll. The referee creates a difficulty by rolling 2D6. Apply the Radio Contact DMs. Failure indicates that conditions are not conducive. Try again somewhere else, or in 15 minutes. Radio comms are often frustratingly hit and miss – just when you need them most …
Radios have a restricted range of 20-30m underwater, instead hardwired cables are used to connect seabed habitats with one another or the surface. Maser communicators are sometimes used to communicate with work groups, subs and ROVs within 300m.

RADIO CONTACT DMS

Comms skill	+ level
Within Half range	+2
Inside building	-3
Built-up area	-2
High mountains/terrain	-2
Dry, desert terrain	-1
Thick Jungle	-2

MOVEMENT

Running

Running requires the character to devote a Significant Action to movement. Running can be either a sprint or a jog. ***Sprinting*** allows up to **18m** movement in a combat round, but sprinters cannot make perception rolls, dodge or dive for cover. ***Jogging*** allows up to **9m** movement, it allows perception rolls, the chance to dodge or dive for cover and involves staying low to try and avoid being hit by gunfire. Characters can alternatively crawl 3m per round, helping them to try and remain undetected by an enemy force. Difficult terrain, such as rubble, mud or thick under-brush can halve a character's movement. Anyone can move **2 or 3m** as a Minor Action.

Jumping

Characters can jump a distance of 1m easily, or jump over low obstacles with no roll needed. To jump 1.5 to 2.5m, though, requires a Routine (+2) Dexterity skill roll. This roll could also be used to attempt some other unusual jump manoeuvre.

Swimming

These rules assume that all player characters can swim in calm water, unencumbered by clothing or equipment at 3m per round. Add both the Str *and* Dex characteristic modifiers to this figure. Use of swim fins increase speed by 2m per round. Bursts of fast swimming speed at 6m per round can be can be attained for a number of minutes equal to Endurance. A Routine (+2) Str roll is required each 30 minutes of swimming, or if the swimmer is in unusual circumstances, such being lightly loaded, is injured, jumps into water from a height, is in turbulent water or is being shot at. Failure indicates either lack of progress or disorientation. Make a second roll, if this is failed, the character suffers 1D6 drowning damage each round, and must attempt a fresh Str roll every round (with a cumulative DM -1) until he or she either falls unconscious and dies, or regains control.

Cold Water: Falling or jumping into cold water (0-10˚C) without a survival suit can cause shock in the human body. This is a Stress Event. Make a Routine (+2) End roll or suffer drowning damage, as above. The character then suffers 1D6 points of cold damage every 10 minutes if without a survival suit, or 1D6 points every hour if wearing a survival suit.

Lifesaving: An Average (0) Str roll is required to swim to the aid of a victim and prevent them from drowning. Failure means the victim almost drowns you in their desperation (suffer 1D3 damage). A second failed roll indicates that the lifesaver themselves is now being pulled under and is drowning. Roll Routine (+2) Strength to fight them off and swim away. If a lifesaving roll is successful, the character may be able to tow the victim at half speed to safety if applicable to the situation.

UNDERWATER

Diving is possible using a self-contained underwater breathing apparatus (SCUBA) such as the Aquatech Rebreather or the Bintang RELY scuba tanks and equipment. Both allow a diver to swim without the need for decompression down to a depth of 20m (on Earth). Characters descend and ascend at their normal swim speed; a Str 10 character with diving fins, for example, swims at 3m +1 + 2 = 6m per round (36m per minute).

PRESSURE & DEPTH

Pressure (atm)	Depth on Earth (m)
1	0
2	10
3	20
4	30
5	40
6	50

Pressure at Depth

Atmospheric pressure on the Earth's surface is 1 'atmosphere' (atm), this pressure on a diver increases the deeper he goes, reducing his air supply and increasing his chance of suffering nitrogen narcosis. See the Pressure & Depth table. The depth a diver can reach on an alien world depends on the planet's gravity and its atmospheric density. For a Thin atmosphere +5m to the depth; for a Dense atmosphere -10m for the depth. The referee will need to decide the air density himself in Atmosphere A, B or C. The final depth can be multiplied by the world's surface gravity value if additional realism is required. Since the air breathed by the diver will be compressed with depth, more air must be breathed the deeper he goes. Time allowed below the surface is determined by the air tank's supply divided by the atmospheric pressure at the depth of operations. A diver with six hours of oxygen, diving to 3 atmospheres (20m) will only have 2 hours of air.

Maximum Dive Times

At depths of 3 atm or more, the water pressure causes a diver's body tissue to absorb more nitrogen gas than normal. This reduces his time at depth and if he does not ascend slowly at the end of his dive, his body cannot eliminate all of the expanding nitrogen that forms bubbles in his tissues and blood causing decompression sickness ('the bends'). This blocks blood flow to various parts of the body, causing strokes, painful paralysis and other life-threatening problems. The Decompression table, below, provides an approximate guide to the time spent in decompression stops whilst ascending to the surface (for simplicities sake, either 3 or 5 hours or none needed at all). Often air tanks for the purpose of decompression stops are fixed at set points on a dive line.

Example: *Wanting to access a disabled ROV at 4 atm depth, our diver looks along the table – he can work on repairing the drone for 1 hr, 2 hrs or 3 hrs, but a 2 hr schedule will mean his ascent must take 3 hrs; a 3 hr schedule means his ascent must take 5 hrs.*

MAXIMUM DIVE TIMES

Pressure (atm)	Decompression Time Required		
	None	Three hours	Five hours
1	surface		
2	no limit	-	-
3	2 hrs	4 hrs	6 hrs
4	1 hr	2 hrs	3 hrs
5	30 mins	1 hr	2 hrs
6	not allowed	40 mins	1 hr 20 mins

Decompression Sickness

A character who exceeds his allotted time at depth by 25% or more, or who does not spend the required time rising to the surface, will show signs of the bends within 3D6 minutes of surfacing. The character makes a Difficult (-2) End roll and if successful will suffer 1D6 points of damage. If the roll is failed then 1D6 damage is suffered every hour until treatment is received. Oxygen can be administered with a Routine (+2) Medical roll, which will reduce damage to 1 pt per hour instead. Treatment and recovery requires 1D3+1 hours within a hyperbaric recompression chamber (common on large diving ships), or an autodoc. A starship airlock should be able to fulfil the same purpose, if fitted with a bed and some routine medical care equipment.

Nitrogen Narcosis

Nitrogen narcosis or ('rapture of the deep') is a condition that occurs when the diver breathes compressed air. When divers go to 3 atm or greater, the partial pressure of nitrogen produces an altered mental state similar to alcohol intoxication. This can be very dangerous, since the diver himself may not realise he is being affected. At 3 atm depth, a diver should always make an Easy (+4) roll to avoid narcosis, apply both the character's Int and End modifier. At each atmosphere pressure below 3, the roll is repeated with an additional -1 DM. If failed, the referee should impose a – 1D6 penalty on any action taken. Even to carry out his own decisions (such as ascend to a safer depth), the character must make a Routine (+2) Int roll! The effects of narcosis disappear once the diver has ascended above 3 atmospheres.

Diving in a Hostile Environment Suit

In 2250, most diving below 2 atmospheres of pressure is carried out in hostile environment suits. These are high-tech versions of the 'atmospheric diving suits' used today by salvors, rig divers and explorers, such as the Newtsuit, ADS2000 and the WASP suit. These 40 kg HES can maintain air supply at surface pressure, requiring no need for decompression stops, no risk of narcosis and with the only limit on how long a diver can remain at depth, being the suits integral air supply. Wearers can be lowered to the sea floor and walk about, but many operators fit a thruster unit ($1000, 4kg) which provides a swimming speed of 5m per round (30m per minute) for a total time of 60 mins.

WEATHER

Travel

- Deep snow stops wheeled vehicles and halves the speed of tracked vehicles.
- Heavy rain will lower ground vehicle speed by 10%
- Wind, snow or heavy rain will lower hiking speed by 1 kph.
- Hurricane winds fill the air with wind-blown debris, aircraft are stranded and ground vehicles are in danger of being tipped over. Hikers must find shelter immediately or be subjected to 1D6 points of damage (make an Average Strength with Survival roll to avoid). Further checks might be demanded by the referee should characters insist on moving about unprotected.
- Thick mud reduces travel to slow going, a vehicle driver must make an Average (0) drive roll, or get the vehicle mired in the mud. It will take 2D6 hours and a Difficult drive roll to unfree the vehicle, +1 if 3 or more people get out and help, +2 if 6 or more get out and help.

Initiative

Snowfall, heavy rain or mist counts as visibility restricted (-2DM) whilst spotting the enemy or making an initiative roll.

Combat

Driving wind, rain, snowstorms and so forth gives a –1 DM to ranged attacks from poor visibility. Some sensors, such as motion trackers or infra-red scopes, can be used to avoid this visibility penalty. Extremely high winds, torrential rain and floodwaters can inflict a negative Dice Modifier of –1 to –4 to all skill checks, and may even impose Strength rolls to remain upright

DESERT SURVIVAL

The rules for daily heat exposure and the travel times given earlier in this chapter may be adequate for a group of player characters crossing a desert. A blanket 8 points of damage per day is suffered by someone inadequately dressed, or 6 points per day if dressed appropriate to the desert environment. This is perfect for weekly travel times and for crossing large hexes. But here we look at the desert environment in slightly more detail, useful for more short-duration treks, perhaps through a smaller-scale Local Hex. Damage is tracked by the hour, water becomes a factor, as does rest and shade.

Finding Water

On Earth (and even Mars) many deserts were once fertile or water-filled regions, and there may be water in wadi bottoms or other dry river beds. Cacti also contain water that can be exploited. On alien worlds, water may not exist at all, no matter how far down you dig. The chance of finding water must be set by the referee based on that planet's likelihood of holding any water at all. Earth and Mars are rated as Difficult (-2). A dry silica planet without any surface water may be Very Difficult (-4), Formidable (-6) or even Impossible (no chance at all).

Taking Damage

Characters operating within environments of 35-50ºC will suffer damage from the heat alone, as well as the characters exerting themselves in cross-country travel. Drinking water can mitigate some of this damage, and some damage can be restored through rest at night or in shade. Water and rest only restore damage caused by desert environment, though – not from gunshots or animal attacks! Water can keep someone going for weeks (if food is no problem), when it runs out – damage will kill the travellers. As a guide to the water requirements, 1 litre is equivalent to a standard tall fruit juice carton; 1/2 litre is equivalent to a pint of beer or milk; 1/4 litre - a little less than a typical Coca Cola can. You can see that drinking a soda can of water each hour can help survival, but that you are going to need a pint each hour to sustain travel in the desert.

The resources of carrying, or finding, water in the desert become the key to survival. Travelling at night is best, if possible. There will be no recovery of damage from resting, but there will be no heat damage, either. The characters can rest during the day in shade if they can find or improvise it. Daytime rest does not recover damage.

Lack of food is of less concern than lack of water, but over long periods will seriously weaken a desert traveller.

Heat and Travel in the Desert

Characters operating within environments of 35-50ºC will suffer damage. Damage will come from heat and from the characters exerting themselves in cross-country travel. Drinking water can mitigate some of this damage.

Heat Damage

- Exposed /Wearing Suitable Clothing -1/hr
- Exposed/Wearing Unsuitable Clothing -2/hr

Desert Travel Damage

- Across open desert (5km/hr) 0/hr
- Across sand dunes or rugged terrain (4km/hr) -1/hr

Drinking Water

In temperatures above 35 ºC assume that between 8-12 litres per day should be drunk for good health. The damage suffered from Heat and Desert Travel can be reduced by drinking water each hour. These bonus points cannot heal a character, but only reduce damage suffered from Heat or Desert Travel.

- Drink 1 litre per hour +3 points of desert damage
- Drink 1/2 litre per hour +2 points of desert damage
- Drink 1/4 litre per hour +1 point of desert damage
- Drink no litres per hour No gain

Carrying Water

Note that canteens carry 1 litre of water (weight 1 kg), and characters may carry more than one. Hydration backpacks are available that carry up to 4 litres of water (weight 4kg). Drinking 2 litres of water prior to setting off will provide 2 hours of grace.

Description of Desert Damage

All 3 characteristics damaged	Heat exhaustion
Two characteristics at zero	Heat stroke and unconsciousness
Three characteristics at zero	Death following heatstroke convulsions

Recovering From Desert Damage

Damage from heat or travel is applied damage 'per hour' as if inflicted by a weapon.

- Resting for one day & night indoors/at night: regain 1D6
- Resting for ten to twelve hours indoors/at night: regain 1D3
- Resting for 1-2 hours indoors/at night: regain 1 point

Starvation

Lack of food is of less concern that lack of water, but over long periods will seriously weaken a desert traveller.

ARCTIC SURVIVAL

As with the desert rules, just described, the rules for daily cold weather exposure, and the travel times given near the start of the chapter may be adequate for a group of player characters crossing an arctic wilderness. A blanket 12 points of damage per day is suffered by someone inadequately dressed, or 6 points per day if dressed appropriate to the arctic environment. This is perfect for weekly travel times and for crossing large hexes, but here we look at the arctic environment in slightly more detail, useful for more short-duration treks, perhaps through a smaller-scale Local Hex. Damage is tracked by the hour and fuel and warmth become the critical factor.

Taking Damage

Characters operating within environments of -15ºC or lower will suffer damage from the crippling cold, as well as the characters exerting themselves in cross-country travel. Resting in a warm, sheltered environment can restore damage caused by the cold, although again, just damage sustained by the bitter cold, not from things like gunshots or animal attacks. Anyone in these temperatures without warm, arctic-quality clothing, will suffer horribly, and may not even make it to the end of the day without collapsing.

Recovering from Arctic Damage

Getting into some form of unheated shelter, such as a tent, will cut off the wind chill and give the travellers a bit of respite: reduce Cold Damage by 1pt/hr. In very strong winds it will take 15 minutes to pitch a tent. Make an Average (0) Survival roll to pitch a tent; failure costs another 15 minutes. Exceptional failure means the tent has been carried off by the wind.

If the tent or shelter can be heated, perhaps by a small cooking stove or a fire, then the freezing travellers will actually regain lost characteristic points:
Inside *heated* shelter or tent (1 - 2 hours)
Regain 2 pts

Inside *heated* shelter or tent (10 - 12 hours)
Regain 10 pts

Hot food will warm the characters from the inside but this only has an effect twice per day, each time restoring 2 points.

Cold and Travel in the Arctic

Characters operating within environments of -15ºC to -99ºC will suffer damage. Damage will come from cold and from the characters exerting themselves in cross-country travel.

Cold Damage	
• Exposed /Wearing Suitable Clothing	-1/hr
• Exposed/Wearing Unsuitable Clothing	-3/hr
• Also Wet	-4/hr

Arctic Travel Damage	
• Across flat ice plain (5km/hr)	0/hr
• Across thick snow or rugged terrain (4km/hr)	-1/hr

Sheltering From the Cold and Wind	
Inside unheated shelter or tent	Reduce Cold Damage by 1pt/hr
Inside *heated* shelter or tent (1 - 2 hours)	Regain 2 pts
Inside *heated* shelter or tent (10 - 12 hours)	Regain 10 pt
Hot meal (only benefit from up to 2 per day)	Regain 2 pts

Description of Arctic Damage

All 3 characteristics damaged	Mild Hypothermia
Two characteristics at zero	Severe Hypothermia and unconsciousness
Three characteristics at zero	Death following collapse

COMBAT 5

Tense situations, such as combat, are divided up into combat rounds. These are essentially one 'turn' for every participating player and non-player character. It is an arbitrary 'chunk' of time equal to about 6 seconds, roughly equivalent to the time it takes for someone to fire a volley of shots from behind cover then duck back again, or for a character to sprint across a street.

In a combat round each player character gets one significant action and one minor action.

Significant actions include shooting at the enemy, throwing a grenade, starting a truck, running up to 18 metres, calling for help on the radio, and so on. Some tasks (giving medical aid, jump starting a vehicle) will require more than one significant action (and combat round) to complete.

Minor actions can usually be accomplished with little effort: looking around, calling over to someone, checking the time, etc. A character can change to any one of the three stances – prone, crouched or standing – as a minor action.

RANGE

Personal combat is divided into a series of range bands. These are identified in the table below:

COMBAT RANGE BANDS

Range	Distance to Target
Close	Touching, less than 1.5 metres
Extended	1.5 to 3 metres
Short (Pistol)	3 to 12 metres
Medium (Assault)	12 to 50 metres
Long (Rifle)	51 metres to 250 metres
Very Long	251 metres to 500 metres
Distant	501 metres+

Encounter Range

When a combat begins, the referee must decide the starting range that separates the combatants. For combat in tight quarters, such as during an ambush, inside a building or within an underground tunnel system, the starting range is usually Short. The range for jungle, woodland or urban encounters is usually Medium and more open areas such as farmland, prairies, hills, mountains, deserts, and open roads make it easier to see at a distance, so Long or even Very Long range would be appropriate. If the referee would rather let the encounter range be randomised, refer to the table below:

RANDOM ENCOUNTER RANGE

2D6	Range of the Enemy Unit
1	Close & Extended (3m or less)
2	Close & Extended (3m or less)
3	Short (3-12m)
4	Medium (13-50m)
5	Short (3-12m)
6	Medium (13-50m)
7	Long (51-250m)
8	Long (51-250m)
9	Long (51-250m)
10	Very Long (251-500m)
11	Long (51-250m)
12	Very Long (251-500m)
13	Very Long (251-500m)

Terrain Type	Modifier
Interior of a Building	-5
City, Urban	-4
Open Colony Settlement	-2
Thick Jungle	-1
Swamp, Marsh	-1
Jungle, Forest	-
Grassland, Savannah	+1
Sea Surface	+4
Hills, Rough Land	+2
Arctic	+2
Mountains, Plains, Open	+3
Desert	+4
Using High-Tech Sensors	+2

Darkness

Total darkness (where neither side has high-tech sensors) reduces starting range to Short or less. Partial darkness restricts starting range to Medium or less.

INITIATIVE

In a combat situation, **HOSTILE** uses a group perception mechanic, where one player rolls for the PCs and the referee rolls for the NPC antagonists.

INITIATIVE 8+

Distance	Modifier
Short	+3
Medium	0
Long	-3
Very Long	-6

Other Factors	Modifier
Group has 8 or more members	-1
Resting/distracted/busy/unprepared	+/-1
One character has Tactics-1 or more	+1
One character has Recon-1 or more	+1
Riding in a Vehicle	+/-3
Ambush	+/-3
Visibility restricted	-2
Using High-Tech Sensors Within Range	+1

Spotting The Enemy

In any potential conflict situation, it is important to determine if the player characters see their opponent first or vice versa; this is done with a group perception roll. Of course, it is possible that both sides may become aware of one another simultaneously. The side that spots the other without being detected has the option of attempting to attack with the advantage of surprise or may decide to withdraw to safety. One player makes an Average (0) Int group perception roll for the PCs whilst the referee makes a group perception roll for the antagonists. Apply the following DMs for each roll:

Example: *The players are moving through a ruined colony, between buildings, and they will meet a gang of six colony scavengers, looting a building, the encounter is at Short range. We roll for both sides, first the players. The roll is 8+ with +3 for Short range, +1 because the scavengers are busy, +1 because one of the PCs has Recon-1. We roll 9+5 = 14. The PCs spot the scavengers. The referee rolls for the scavengers, with +3 for range, -1 for being distracted, and rolls 9+2 = 11. The scavengers simultaneously spot the player characters!*

In some cases the decision is made by the referee on the logic of the situation. If an ambush party of player Marines has been sat at the road junction all day to catch an unwary patrol in their sights, they have the initiative; but many times the side with initiative should be decided randomly using a group perception roll.

Ambushes

The PCs or their antagonists may be able to set up an ambush in concealment, this ambush must be established in a concealed location likely to be visited by the enemy. When the victims of the ambush arrive within Medium range of the location, a -3 DM is applied to their group perception roll. Should this roll fail, the ambushers gain a full combat round of surprise, catching the victims exposed and out on the open. Alternatively, the ambushers can wait for the victims to enter Short range where a second group perception roll will be required. Conversely, the referee may assume that the ambushers automatically spot the victims walking into their trap, or he may ask for a group perception roll with a +3 DM.

Spotting Traps & Mines

In a military scenario, the player characters may approach the location of a concealed booby trap or anti-personnel mine. The lead character should make a Routine (+2)

Recon roll. If the roll is successful, then the trap or mine is detected and can be marked and then avoided. If not, ask each player in turn to roll 1D6 for their character, with the first '1' result rolled, triggering the mine or trap. The victim (and only the victim) takes the assigned damage. If no PC activates the mine, then one of the NPCs in the group (if present) will certainly do so. A spike trap inflicts 1D6+2 damage, whilst a typical antipersonnel mine or IED inflicts 3D6 damage.

If at any time a PC declares he is looking at a particular location (a doorway, a walkway, a bunker entrance, a hole in a compound wall, etc.) for a mine or trap, then he will automatically succeed. Mines, traps and improvised explosives are nasty, indiscriminate weapons that are not roleplaying friendly. You cannot outfight a mine or use clever tactics against it. And so the referee is advised to use these weapons very sparingly. If they occur in every scenario, all the time, the game will slow to a snail's pace as the characters constantly 'check for traps'. Their impact in a game is always heightened when they are used sparingly as a shock element in the scenario.

ORDER OF COMBAT

The order of combat is pretty straight forward: the player characters get to act, then the NPC squad-members and finally the enemy. When it's the turn of the player characters to attack in combat, they have the following options:

Melee Combat – a hand-to-hand attack within 3m or less

Aimed Fire – shooting opponents that are visible

Area Fire – shooting at an area that is concealing opponents

Non-Combat Action – run, reload, radio in, start CPR, unjam a gun, etc.

Melee attacks ALWAYS go before Aimed Fire to give them an edge. At close range, the melee fighter strikes before the gunman - does the gunman defend himself with a bayonet, or use his rifle as a club, or risk waiting … and then attempting Aimed Fire?

Although the enemy have their turn after all the player characters have acted, any enemy character attacked in melee can react immediately with a melee attack of his own if he so chooses. That will serve as his significant action for that round.

MELEE COMBAT 8+

Any character within 3m of an opponent can make a hand-to-hand attack with fists, knife, rifle butt, entrenching tool, bayonet, whatever. The attacker declares his target. The attacker then makes a skill check, and if a successful roll of 8+ is made, deals damage to his target.

+ skill (Brawling or Blade)
+ Strength or Dexterity DM (player's choice)
+ Dexterity only, if an animal or exomorph
- defender may parry, with Brawling or Blade Combat skill (as appropriate)

Range of Melee

There are two ranges at which melee combat can take place, ***Extended*** (1.5-3 metres) and ***Close*** (in touching distance, less than 1.5 metres). Melee weapons are listed either as Close range (such as a dagger) or Extended range (such as a fire axe). Fighting at the wrong range incurs a -1 penalty. Changing ranges is a minor action; moving away from Close to Extended can be done freely, but moving inwards from Extended to Close may be contested by your opponent. Both roll their highest Melee skill, with the winner deciding the outcome of that action.

Parrying

Defending characters who possess Blade or Brawling skill may try to parry a player character's melee attack. The opponent's skill is applied as a negative DM to the attack roll.

Grappling

A character can attempt to wrestle or grab another person instead of hitting him. The attacker must make a Brawling 8+ roll. The opponent will probably try to parry (see above). If the attack succeeds, he has 7 options:

- Continue the grapple with no other effects.
- Disarm his opponent. If he succeeds by 6+ he can take the weapon away; otherwise it just ends up on the floor.
- Drag his opponent up to three meters.
- Escape the grapple and move away (a normal movement action).
- Inflict damage equal to 2 + the Effect.
- Knock his opponent prone.
- Throw his opponent up to three metres for 1D6+2 damage.

Throwing an opponent always ends the grapple. With any other option the winner can choose to end or continue the grapple as he sees fit. A character in a grapple cannot move nor do anything other than make opposed hand-to-hand combat skill checks. Each time an opposed check is made the winner can choose an option from the above list.

Animals in Combat

Animals on alien worlds can make hand-to-hand attacks just like humans, although using whatever natural weapons (horns, claws, ram, kick) at their disposal. They fight with skill-0 and apply their Dex modifier to the attack roll. Unless otherwise noted, animals operate just like characters in combat. The range category of an animal's weapons can be found in the Animal Weapon Ranges table.

ANIMAL WEAPON RANGES

Weapon	Range
Claws	melee (Close)
Hooves	melee (Extended)
Horns	melee (Close)
Projectile	ranged (Short)
Stinger	melee (Extended)
Teeth	melee (Close)
Thrasher	melee (Extended)

Taking Damage: When an animal takes damage, it is applied to Endurance. If a target is reduced to Endurance 0, then further damage is subtracted from the target's Strength or Dexterity (randomly rolled). If either Strength or Dexterity is reduced to 0, the animal is seriously wounded and may flee or be knocked unconscious. Any further damage is subtracted from the remaining physical characteristic. If all three physical characteristics are reduced to 0, the animal is killed.

ASA Hoplite Combat Shotgun [12 gauge]							
Cost ($)	Wgt (Kg)	ROF	Range	Dmg	Recoil	Lgth (cm)	Rds
2000	3.8	1/4	shotgun	4D6	6+	81	8

AIMED FIRE 8+

Aimed fire is that standard type of roleplaying gunfire used by PCs - the target can be seen, the target can be shot at. An enemy soldier moving around, standing up, stood out of cover or away from concealment can be targeted by aimed fire. This is the easiest and most direct way to engage any enemy force, as such, aimed fire will generally be carried out when enemy troops are seen moving, or if caught out in the open, either in a chance encounter (see Ambush, Surprise and Movement) or in a planned ambush. Once the enemy drop to the ground and stop moving, or get under cover they can no longer be targeted by aimed fire and players must switch to area fire to continue to firefight. Note that antagonists have their own combat rules (see later). Combat at Short, Extended or Close Range is *always* aimed fire. To attack a visible opponent at range, the attacker declares his target and then makes a skill roll. The difficulty of the shot is based on the weapon's range since all ranged weapons (like firearms) have a Range band. If a target is within that range band the player requires an 8+ to hit.

RANGE BANDS

Firearm Range Category	Range Band
Thrown Object	Short
Pistol	Short
Shotgun	Medium
Assault Weapon	Medium
Rifle	Long
Rocket	Long

If a target is within that range band the player requires an 8+ to hit and if successful, he deals damage to that target. Each successive range band increases the difficulty.

MODIFIERS TO GUNFIRE

Advantage	Modifier to Hit
Target in Weapon's Range Band	0
Target 1 band beyond Range Band	-2
Target 2 bands beyond Range Band	-4
Point Blank (3m or less)	+2
Aiming for one round	+1
Aiming for one round with Telescopic Sights	+2
Propelled Grenade with burst effect	+1
Shotgun Short Range (4D6 damage) Medium Range (2D6 damage) Long Range (1D6 damage)	+1 0 0
Target Moving, Dodging, Rushing	-1
Target in Cover, Partial	-3
Frenzy Fire	-2
Firing into Hand-to-hand Combat	-2
Autofire 4 rd burst	x 2
Autofire 10 rd burst	x 3
Firer's Str is lower than gun's Recoil	-1

Aiming

A character that spends a one full round aiming at an enemy target gets a +1 DM to his next attack on the target, as long as the character does nothing except aim until he makes his attack or unless his aim is spoiled. If using a telescopic sight, this bonus increases to +2.

Automatic Fire

Weapons with several numbers listed under their Rate of Fire (ROF) are capable of automatic fire, giving them multiple attacks against a single target.

Rate of Fire	Number of Chances to Hit
1 shot	x 1 attack
4-round burst	x 2 attacks
10-round burst	x 3 attacks

The attacks are made at the same time and expend the amount of ammunition shown. The attacks can be directed all at one target or, if there are adjacent targets, can be divided up between them. The three attacks from a 10-rd burst, for example, directed at a group of three guards, could all be rolled against one of the guards, could be split up with one attack per guard, or any other combination.

Blind Firing

Firing in pitch darkness or while temporarily blinded, works exactly like any other form of firing (including automatic), but it always treats the firer as having Level 0 in that weapon's relative skill. Additionally an extra die is thrown when firing, but before any calculations are made the highest die (or one of the highest, in case of a tie) is removed completely. Any successful attack(s) needs to then have a die rolled to randomly choose which eligible target in the firing line is hit – whether friend or foe

Cover

Should a character take cover behind a wall or other impenetrable object, he cannot be hit by enemy fire. If he wishes to use the cover

to fire from, shooting from behind a low wall, or from behind an airlock door, for example, the opponent's chance to hit him is lowered by -3. For outdoor cover, such as general undergrowth, rocks, farmland, crags, buildings or anywhere else the enemy can drop down and stop moving, they become effectively invisible, and must instead be targeted with the area fire rules that follow.

Dodging

A character who is not surprised or not sprinting may try to dodge into cover as a significant action, if there is any to be had within 6m. This gives his attacker a –1 DM. Characters can try to manoeuvre closer to their opponents or escape by exposing themselves to the shots of their enemy very briefly in this way.

Explosive Burst Radius

Grenades, rockets and other explosives have an area of effect; if aware of the attack make a Difficult (-2) Dexterity roll to avoid damage when caught within this radius. DMs include: going prone (+1), ducking behind hard cover if available (+2) or occupying a trench or bunker (+4). A character that dives for cover ends up prone and loses his next significant action.

Firing Into Combat

If a character is firing a weapon at a target that is within arm's reach of another combatant, then the attack suffers a –2 DM as the character tries not to hit the other person. If the attack fails, roll 1D6. On a 4+, the adjacent person is accidentally hit.

Frenzy Fire

Frenzy Fire is what happens when a character 'blasts away' to make sure someone is definitely going down, and it uses all remaining rounds in the weapon. It can be used by anyone with a single-shot weapon, such as a single shot rifle, pistol, shotgun or revolver (ROF 1), who is within Short range of the target. If a hit is scored, additional damage is done. Use the most appropriate row on the table below. There is a DM –2 penalty to hit; Frenzy Fire does not affect vehicles.

FRENZY FIRE MODIFIERS

Remaining Ammunition Fired	Attack Modifier
6 or less	+1 point of damage
10 or less	+2D6 damage
20 or less	+3D6 damage
100 or less	not possible

Grenade Launchers

All burst effect propelled grenades receive +1 DM to attack a target within range.

Recoil

Firearms include a Recoil number which indicates the minimum strength required to handle and fire the gun without problems. If the user does not have that Str or greater (even due to wounding), then apply a -1 DM to all shots. Firing a 4-rd burst increases Recoil by +1, while firing a 10-rd burst increases Recoil by +2.

Shotgun Spread

Shotguns are so-called because they fire 'shot', multiple projectiles that spreads as they leave the barrel, increasing the chance to hit. As the shot disperses, the potential damage of that attack reduces. A shotgun gets a +1 at Short range and does 4D6 damage. At Medium range it does 2D6 damage and at Long range 1D6. The damage for shotguns as well as all of the factored range DMs are included in a shotgun section on the table of to-hit Modifiers to Gunfire (p. 95).

Thrown Attacks

Throwing Knives - Throwing distance for a melee weapon is 10m + Strength – weight (kg). The character makes a Difficult (-2) Dex roll; if the target is *under half* the throw distance, apply a +2 DM. Thrown weapons can add the Effect of the attack roll to their rolled damage.

Thrown weapons cannot be aimed. Note that grenades and hand-held stones can be thrown much further (see below).

Throwing Grenades – Throwing distance for a stone or grenade is 10m + double Strength. To throw a grenade the character makes an Average (0) Dex roll; if the target is *under half* the throw distance, apply a +1 DM. Grenades cannot be aimed.

Unreliability

This is an optional rule. A character's firearm attack roll that equals double-one (a '2' before any modifiers or bonuses), may indicate a sudden malfunction or reliability issue. The player must immediately roll another 2D6 and roll 8+. If this succeeds, then the result of the '2' was not a malfunction, but was simply an automatic miss. If the roll fails, however, then the weapon has malfunctioned for some reason. This is a Stress Event if it occurs in combat.

If the weapon is a revolver, double-barrelled shotgun or a bolt-action rifle, then the problem is a dud round. It can be cleared easily (if a rifle) or ignored (if a revolver or double-barrelled shotgun) and an attack made as normal in the next combat round.
If the weapon is pump-action, lever-action, a machinegun, SMG, semi-automatic rifle or assault rifle, then the malfunction is a jam. Dealing effectively with a jammed weapon requires the whole of the next combat round with a successful Average (0) Gun Combat roll (adding the relevant weapon skill). Failure means the user will have to make another attempt to repair the jammed weapon.

AREA FIRE D6

Infantry-style firefights in wilderness areas are different to normal RPG gun-play. Just as in most action movies, the more usual RPG combat rules have a hero spot a bad guy, and then roll dice to hit him with gunfire. If the bad guy survives, he may fire back at the hero. This is all well and good and probably simulates many close range urban combats quite well, but in the rock-strewn wilderness of some alien moon, the farmland of a settled colony, or the steaming jungles of some tidally locked eyeball planet, you may not be able to see your enemy at all. Many wartime firefights in military history consist of groups of soldiers firing at a location from which that fire is coming from; ***area fire***. It may be a rarity to see one of the enemy, and if that is the case, that's probably because they are moving. A method of simulating this 'fog of war' is presented, here, perfectly suited to games featuring a squad of Marines or Private Military Contractors.

The Beaten Zone

Area fire is directed at a patch of vegetation, a tree-line, rocky outcrop, at a building window or part of a street-front, all roughly 10m across. In military parlance, this area is known as the 'beaten zone'. The enemy is in cover, firing at the players' unit without showing themselves. Any character laying down in vegetation or other cover, whether friendly or hostile, is for combat purposes, invisible and only vulnerable to this type of area fire. A character only exposes himself to the risk of observation by moving. Use common sense. If characters hit the deck in the middle of a starport access road then they are still exposed to aimed fire. At a minimum, there needs to be some cover, such as rocks, vegetation or rubble around.

Only when a character moves will he become visible to the enemy and thus susceptible to much more accurate ***aimed fire***. If the referee is in doubt whether an exchange should be resolved as aimed fire or area fire, use the area fire rules. Combat at Short or Close Range is *always* aimed fire, the combatants are so close that they are visible when they lean out to fire.

Area Fire Pool

Area fire uses a 'hidden' task resolution system, participants know when their fire is hitting the 'beaten zone' but not if they hit a human target. When player characters use area fire, they must nominate a 10m wide patch of vegetation, street front or landscape within range of their weapons. They cannot see individual opponents, perhaps only identifying the beaten zone by the muzzle flashes or the direction of incoming bullets.

Every participating *player character* makes his normal to-hit roll with 2D6, adding a bonus for weapon skill, Dex DM and any range DM. Scopes are not suitable for use in area fire. Autofire should not provide additional chances to hit – instead add additional dice to the Area Fire Pool as indicated in the Area Fire DMs table (below).

Resolving The Pool

For every success rolled, the referee takes a D6 and hides it behind his screen to create an Area Fire Pool. If the enemy are heavily entrenched, or dug-into bunkers, the Area Pool is halved. After everyone has made their to-hit rolls, and the infantrymen are still guessing about the effect their volleys had, the referee rolls all the D6 of his Area Fire Pool in secret. His magic number is always a **6**, and each 6 indicates that a member of the enemy unit has been hit and knocked out of the fight, either wounded or killed; multiple 6's mean that more than one of the enemy was hit. Automatic fire, grenades, and rockets can contribute additional D6 to the Area Fire Pool. Still, the players don't know the effect they've had, they don't see their victims get shot and most likely don't hear any screams. The enemy themselves probably continue firing next turn, or they might pull back, or simply pause to remove the dead or reload. The player characters might want to continue to use area fire, or venture out of cover to investigate… exposing themselves to aimed fire from their waiting enemy… Typically a cautious group will spend several combat rounds pounding a stretch of vegetation or building frontage with area fire before moving forward, dodging from cover-to-cover to assault the firing position. Use area fire in this way for ***player characters only***. If using the rules for NPC squad members, refer to the section later entitled Rolling For The Enemy Unit.

AREA FIRE DMS

Weaponry	Addition to Area Fire Pool
Single shot	-
4 round burst	+1D6
10 round burst	+2D6
20 round burst	+3D6
Grenade	+2D6
Anti-Tank Weapon	+3D6
Tank cannon	+4D6
Airstrike/ Artillery	See Fire Support on p. 99

NON-COMBAT ACTIONS

A character might want to attempt a non-combat action: reload, sprint to a new position, radio for help, hack the airlock door, etc. All of these constitute a significant action. There are a number of special considerations:

Drawing & Reloading

The time taken to draw a weapon depends on its size and ease of use. Most weapons take one combat round to unholster, or to ready (if slung on a shoulder strap, for example). A rifle carried ready in two hands can be used immediately. Reloading will typically take one round as the character ducks behind cover, removes the empty magazine grabs a spare from a pouch and then loads and charges it.

Extended Actions

Some actions will take longer than a single combat round to complete. The referee will have to decide how long the task will take and then work out how many six second combat rounds it will take to complete. A character engaging in an extended action cannot do anything else but can abandon their action at any time and return to the combat at hand. A character who is hit by an attack while undertaking an extended action must make an 8+ roll using the skill in question, with a negative DM equal to the amount of damage the attack caused (after armour). Failure indicates that this combat round's work does not count towards the completion of the task. Failure by six or more (an Exceptional Failure) ruins the task and the character must start again.

Fire Support

In Marine Corps games, the characters might be able to call on fire support from a dropship or jump jet tasked to support them, or an artillery fire base in range. However, the troops may have to wait for fire support and might not get any fire support at all. There are times when the unit is out of range of an artillery firebase, or when dropships or jump jet gunships are just not available.

Roll Tactics - If the player characters need some support, the squad leader, or anyone with Tactics-0 or higher, can act as the 'fire director' and call it in on the radio. Because you can never count on support, the referee must either determine availability, or roll 1D6. On a result of 5-6 fire support or air support is available. A firebase or pilot will not provide fire support at 'danger close' range (any closer than 100 metres to the characters) for fear of hitting them. To avoid overuse, the referee should allow only ***one call*** for support per mission in a military scenario. In a multi-day mission the referee may allow more than one call for fire support. He should tell the player characters how many calls they are allowed during the mission briefing. Do not waste them! Once called, the shells or bombs fall 1D6+3 rounds later.

Accurately call in fire support. Tactics, Education, 1D6 rounds, Average (0)

If successful, the 10m beaten zone is hit and 4D6 is added to the Area Fire Pool (+ 6D6 for every level of Tactics the fire director possesses). Remember that every '6' result is a secret enemy casualty. If the enemy is heavily entrenched, or dug-into bunkers, the Area Pool is halved. If unsuccessful, the fire support landed in the wrong area (roll 1D6 on the Fire Mission Failure table). It can be redirected with a new series of Tactics rolls made at +1.

FIRE MISSION FAILURE

1D6	Failed Fire Support Request
1	Directly on-top of the player-characters' squad (1-3 random NPC or player characters take 4D6 damage).
2	Between the PCs and the enemy (1D6 squad-members take 1D6 damage)
3-6	A nearby building, or anywhere else that will cause mayhem.

Stance

A character can be standing, crouched or prone.

Standing: A standing character uses the normal rules.

Crouching: A crouching character moves at a jog (half speed) but can make better use of cover, and has a better chance of avoiding enemy gunfire whilst moving (enemy gets a DM -1).

Prone: A prone character cannot easily make melee attacks or dodge. He may make full use of any cover. The enemy will find it difficult to hit a prone character.

Underwater Combat

The density of water affects both the use of gunfire and melee attacks underwater. Gunfire suffers a -2 DM whilst melee attacks suffer -1 DM to hit and damage. Lasers are ineffective beyond close range and also suffer a -1 due to beam scattering. Explosive concussion is doubled in water, but fragmentation is slowed significantly – consequently, explosives should be treated as normal. If a character shoots from the surface at a submerged target, obscuration and refraction result in a -4 DM (and vice versa)

Zero Gravity Combat

When fighting in zero gravity refer to the rules for Operating in Zero Gravity on p. 78.

NPCs IN COMBAT 12+

Rolling For Friendly NPCs

During squad-based firefights, the referee should roll secretly for the NPC's accompanying the PCs, just as he does for the enemy. Once the players have made their individual attack rolls, the referee can roll 2D6 secretly for the NPC team shooting at the same target or beaten zone. He is looking at 12+ to tell him if the NPC team or squad members, collectively, scored a hit. Keep this roll secret from the players if this is area fire, obviously, unless its aimed fire and everyone can see the results.

The team or squad kills or disables one enemy soldier on 12+ if conducting area fire or aimed fire, but just as the enemy has more chance killing enemy soldiers that they can see, so to do friendly NPCs. Not only do they get a +2 DM for aimed fire, but they may hit additional enemy soldiers out in the open. With aimed fire every number over 12 indicates an extra enemy hit, the referee can adjudicate this as a serious wound or a kill etc, just as he would following an Area Dice Pool. Imagine a platoon of guerrillas storming the wire of a fire base. With a machinegun and a few assault rifles, the PCs should rack up several kills in short order.

You will notice that the accompanying NPCs' 12+ roll to hit isn't very effective, that's because their advantage is the player characters and their additional rolls, the ability to split the squad into separate teams sometimes able to attack from different directions, and the fact that this is blind firing – area fire. The idea is for area combat to be slow and mostly ineffectual, with the drive to outflank or assault the enemy in order to get into visual range, using far more effective aimed fire or even melee combat.

Please note that the use of Area Fire and referee rolling for NPCs is intended to a) keep players afraid, worried and in the dark, and b) to minimize dice rolling for the referee. On this latter point, the NPC system is a fudge, intended to give an approximation of reality. The rules described here are vague and generalized, but they have to be. As referee, interpret them to suit the situation, but keep dice rolling to a bare minimum. Let players track wounds, positions and ammo of their team members. And remember to try and minimize casualties during area fire. We have imposed a limit of one friendly casualty per Enemy Rating roll.

Rolling For The Enemy Unit

If the combat is being conducted with Area Fire and the PCs cannot see the enemy for much of the time, it seems silly to treat the enemy combatants as player characters with individual kit lists and skills. Instead, the referee can decide how many enemy are actually in the unit (1 to 10) and make a single roll for the enemy unit.

Troop Types and To-Hit: Assign a single value, the Enemy Rating, to a squad of enemy soldiers and be done with it. This Enemy Rating can be used for all kinds of rolls, from stealth to recon, to morale if being charged and of course to attack rolls. A rating of 10+ is good for experienced army regulars, but consider 11+ for trained guerrillas or conscripts, and 12+ for militias, part-time irregulars or armed villagers. The referee then decides how many enemy are actually in the unit, from 1 to 10. For groups of enemy troops larger than that, roll separately for each squad of 10. When the enemy unit opens fire, the referee must roll the Enemy Rating or higher to hit just one player character or friendly NPC (choose randomly if needed, but anyone out in the open or running around should probably be hit first). There can only be a maximum of one casualty on the PC's side per round.

Enemy Fire DMs

Use the following modifiers based on the movement and position of the player characters. The referee's Enemy Rating hit-roll is modified by the least concealed type of movement the PC's force is currently engaged in. If troops are moving in different ways (one team prone, the other charging), then use the DM for the troops who are easiest to hit (in this case those charging).

ENEMY FIRE DMS

Situation	Enemy DM
Range is UNDER their weapon range band	+1
PCs/NPCs in the open, stood or sprinting	+2
PCs/NPCs in the open, jogging or dodging <9m	+1
PCs/NPCs in the open, prone or crawling	-
Enemy have a machinegun	+1
Enemy have a grenade launchers	+1

NPC Casualties

Enemy casualties are out of the fight, either incapacitated or dead as the referee decides. When an NPC friendly is hit in combat, rather than roll any weapon damage, roll 1D6 (ignore armour): On 1-3 he is injured and stunned for a round; on 4-5 he is seriously wounded; on 6 he is dead. These wound descriptions are explained on p. 103.

Injured: A PC performing an Average (0) Medical roll will get an injured NPC back in the fight, but he is still classed as wounded. Should he be injured again then he is now seriously wounded.

Seriously Wounded: A PC performing a Difficult (-2) Medical roll with a trauma kit can stop a seriously wounded character dying within the hour, but the NPC is incapacitated and must be evacuated to a medbay, autodoc or hospital as soon as possible.

INJURY & RECOVERY

Damage Inflicted

Each weapon lists the damage it inflicts as a number of D6. Add the Effect of the attack roll to this damage. The first time a character takes damage, it is applied to the target's Endurance.

- If a target is reduced to Endurance 0, he is Injured, further damage is subtracted from the target's Strength or Dexterity (of the character's choice). He is stunned for one round, able only to dodge into cover and parry or block.

- If either Strength or Dexterity is reduced to 0, the character is Unconscious and any further damage is subtracted from the remaining physical characteristic.

- If all three physical characteristics are reduced to 0, the character is Dead.

Once a character has taken this initial damage, then damage from subsequent attacks is allocated to any of the three physical characteristics, as the character so chooses.

Damage Results

End is Damaged - Wounded: A wounded character has suffered some minor cuts and bruising, the damage is not enough to lower a characteristic to 0.

End is 0 - Injured: The character suffers a minor debilitating injury and is stunned for one round, able only to drop into cover or block or parry in melee combat. Roll 1D6 to determine its details:

- **Arm Disabled** - One arm is hurt and cannot easily be used to carry items or operate a weapon or piece of equipment.

- **Knocked Down** – Knocked to the ground, dazed and stunned for an additional 1-3 combat rounds, after which he may get up and function as before.

- **Leg Disabled** - One leg is hurt, he can longer sprint; he suffers a -2 DM when making swim rolls.

- **Vision Impaired** – The eyes are undamaged, but a close call or lots of blood temporarily impair the character's vision. He suffers a DM -1 on any vision related tasks (including firing a weapon).

Two characteristics at 0 - Seriously Wounded: A character is considered seriously wounded if he has two characteristics at zero. He is immediately knocked unconscious. The character will continue to lose 1 point for each hour he fails an Average (0) End roll, unless he receives combat surgery. Seriously wounded characters who have recovered consciousness can only crawl along at 3m per combat round. If helped by another person holding them up, the two can walk at half speed.

DAMAGE RESULTS

Characteristic Damage	Result
Endurance is damaged	Wounded; bleeding and bruised
Endurance is 0	Injured. Stunned one round. 1D6: (1-3) Knocked Down for 1-6 rounds (4) Arm Disabled (5) Leg Disabled (6) Vision Impaired (-1 vision tasks)
2 characteristics are 0	Unconscious & Seriously Wounded
3 characteristics are 0	Dead

Unconsciousness

An unconscious character may make an Average (0) Endurance check after every minute of unconsciousness – if successful, he regains consciousness. If he fails he must wait another minute and can then try again with a +1 DM on the check for every check previously failed. Most unconscious characters will revive within 5 minutes or so. When revived, the character is still a little groggy and suffers a -1 to all actions, this penalty remains with him for 24 hours.

Example: *A rifle bullet hits a character with a roll of 10 when 8+ was required. That is an Effect of 2. This is added to the rolled rifle damage (3D6) for a total of 14 points of damage. Those 14 points cannot be split up when they are being applied to Endurance, Strength or Dexterity. Soon after, the character is hit by a club for 4 points of damage, the player can subtract those 4 points from either Str or Dex (his End has been reduced to 0 by the gunshot).*

Effects of Armour

Armour reduces the *total* weapon damage by the value of the armour being worn at the time. It will greatly reduce the incoming damage, but often some damage is still suffered through blunt force trauma. If the damage that penetrates is still significant, this indicates the bullet struck some unarmoured part of the soldier's body. It is a generalized defence against a generalized attack. A hit with Effect 6+ always inflicts at least one point of damage, regardless of the target's armour.

Medical Treatment

Not Seriously Wounded (First Aid): For characters who are not seriously injured, applying first aid with a successful Average (0) Medical roll restores a number of characteristic points equal to *twice the Effect of the Medical roll*. Points restored by first aid are divided as desired among all damaged physical characteristics. First aid must be applied within five minutes of the injuries being received to be fully effective. A character can still benefit from first aid up to 24 hours after their injury but they will only receive a number of characteristic points equal to the Effect of the Medical check. Performing first aid on yourself is a Difficult (–2) task. When Endurance is restored back to positive points, the Injury that was inflicted is cured.

Seriously Wounded (Combat Surgery): A character that is seriously wounded requires surgery before any recovery can begin. Surgery requires a fully-equipped combat medic's bag (Difficult (-2) Medical roll), autodoc or hospital (Average Medical roll) and takes around half an hour. An autodoc operates with a skill of Medical-2. It is Very Difficult (-4) if the trauma kit or medbay is absent, the surgeon is improvising or the patient is performing surgery on himself (perhaps to remove some alien parasite!). A seriously wounded patient can be put into hypersleep to prolong their survival if required.

Surgery restores a number of characteristic points equal to twice the Effect of the Medical check. Points restored are divided as desired among all damaged physical characteristics. If the roll (and the surgery) is failed the patient loses characteristic points (i.e. suffers more damage) equal to the Effect of the failure. Further half hour-long attempts can be made, each one incurring an additional -1 to the task roll. Surgery does not benefit characters that are not seriously wounded.

Medbay Care

Once a character's serious wound is stabilized after surgery he can begin to benefit from medical care. Decent medical care restores characteristic points per day equal to 2 + the character's Endurance DM. Divide the points as evenly as possible among all damaged characteristics. Medical care requires a hospital or medbay, and for the patient to undergo full bed rest. Once only one characteristic remains at zero, natural recovery can begin (see p. 105).

Natural Recovery

Any character who has received successful first aid and has no more than one characteristic at zero, can begin healing naturally. However, characters cannot always afford to stay in one location and wait for an injured comrade to return to full health. Travelling is not conducive to a rapid recovery.

Travel State	Daily Recovery of Characteristic Points
Hiking	0 + Endurance DM
Being Carried	1 + Endurance DM
Resting	3 + Endurance DM

OBJECTS IN COMBAT

Every roleplaying scene is littered with inanimate objects which might need to be damaged or destroyed; a locked door or a radio transmitter, for example. Objects might even be used as improvised weapons, perhaps a chair to break through toughened Plexiglas or a fire extinguisher thrown at an oncoming predator.

Damaging Objects

Very generally, an object has a number of Durability points (DP) based on its mass in kilogrammes (minimum 1). If it sustains damage equal to half of more of these points (round up), it is damaged and may not work correctly or reliably. If those Durability points are equalled or exceeded, then it is effectively rendered useless, disabled or destroyed. Firearms will typically only inflict half their normal damage on inanimate objects. Some objects deemed to be 'toughened' or 'armoured' will have an Armour Rating, decided upon by the referee.

OBJECT DURABILITY

Weight (kg)	Durability Pts
1-10	4
11-25	8
26-75	12
75-100	24

Example: *A colonist attempts to break a Plexiglas window with a conference chair in order to escape from a locked room. The chair inflicts 1D6+2 damage, and after three attempts she has not overcome its AR of 7. The chair bounces off the Plexiglas. Her comrade with a Stern 2000 shotgun (4D6 halved) inflicts 5 pts on his second shot, after subtracting the AR of 7, completely shattering the window.*

Breaking Through Doors

Doors follow these same rules but characters (and exomorphs) can use their bodily strength to try and force them open. Forcing a door is an Average (0) Str roll; airlocks are Difficult (-2) to force open. Success indicates that the character inflicts damage against the door equal to his Strength characteristic. If he fails the roll by 4 or more, he takes 1 pt of damage and does not damage the door. Firearms generally cannot breach doors, although they can be used to disable some types of door lock (AR 8, 2 kg). Regarding objects, only those with a cutting blade or weighted head stand a chance of damaging a door.

DOORS

Partition Door	4 DP
Metal Sliding Door	8 DP
Airlock Door	12 DP (AR 4)
Armoured Door	16 DP (AR 8)

Example: *A starship crewman (Str 8) tries to force open the sliding door (8 DP) to the computer room, where the crazed captain is trying to shut the mainframe down. His first roll is 3 which is 5 less, inflicting 1 pt on the crewman. His fourth attempt succeeds and he reduces the DP of 8 points to zero. He is in – but is he in time? Four rounds is just under half a minute. If he'd had a fire axe it might have only taken two or three rounds to break through, alternatively a lever might have given him a +1 DM to his task roll.*

Objects as Weapons

Many objects can be used as improvised weapons, providing a few extra points of damage to be inflicted. The down-side is that these ad hoc weapons are not suited to melee combat and larger items will incur a penalty to hit.

Penalty: If the character's Str equals or exceeds the objects weight (in kg) there is no penalty. If the Str is less than the object's weight, then apply a -1 penalty for every 2 points (or part of) that Strength is exceeded.

Damage Inflicted: An improvised weapon inflicts 1D6 + Str modifier, +1 for every 2 kg the object weighs.

Example: *A Str 7 colonist attempts to hit a guard with an 8 kg conference chair in order to escape from a locked room. The chair inflicts 1D6+4 damage and since the colonist's Str is less than the weight of the chair, she will incur a -1 penalty to hit (Str is exceeded by 1 pt ÷ 2 = 0.5, which we round up to a -1 penalty).*

Throwing Objects

Of course these improvised weapons can also be thrown if the character is strong enough. Throw distance is 10m + Str – weight (kg). The character makes an Average (0) Dex roll and if the target is over half the throw distance, apply a -2 DM. Note that grenades and hand-held stones can be thrown much further (10m + double Str).

Falling Objects

An object less than 11 kg will suffer 1D3 points of damage for every 2m it falls; objects weighing 12-75 kg suffer 1D6 points per 2m; and objects over 75 kg will suffer 2D6 points per 2m.

If an object is dropped on to a person or creature from a height, it will probably inflict damage. For every full 5 kg that an object weighs, it inflicts 1D6 points of damage per 2m fallen. If the object weighs 1-4 kg, it inflicts only 1 point per 2m fallen. Helmets provide good protection from falling objects equal to the type of armoured suit being worn (concealed and ballistic vests are not provided with helmets).

- *Field radio (3 kg)* — *Damaged after 2 pts, Destroyed after 4 pts.*
- *Autodoc computer (12 kg)* — *Damaged after 4 pts, Destroyed after 8 pts.*
- *Toughened Plexiglas (AR7)* — *Damaged after 2 pts, Destroyed after 4 pts.*
- *Fire Extinguisher (5 kg)* — *Damaged after 2 pts, Destroyed after 4 pts.*
- *Starship Comms Console* — *Damaged after 4 pts, Destroyed after 8 pts.*
- *Portable Generator* — *Damaged after 12 pts, Destroyed after 24 pts.*

VEHICLE COMBAT

Combat involving vehicles is similar in several ways to the rules already described.

Attacking With Vehicle-Mounted Weaponry

When using a vehicle-mounted or infantry support weapon, throw Heavy Weapons to hit a target. On a successful hit, consult the Vehicle Penetration and Damage rules on p. 111. The difficulty is based on the range to the target and the maximum range of the weapon being used. Weapon ranges listed for vehicle-mounted weapons in this book are the *maximum effective ranges* of those weapons.

RANGE TO TARGET TABLE

Range To Target	Roll Required
Below Listed Range Band	8+
At Listed Range Band	10+
One Above Listed Range Band	12+

To hit with a guided missile: Routine (+2), 1 round, Heavy Weapons (for any vehicle crew or anti-tank infantry using ATGWs)

Other factors will also affect the chance to hit:

Target Speed: Vehicle-mounted attacks on fast-moving vehicles (such as aircraft) suffer DM-2; this includes air-to-air engagements. Personal weapons cannot hit fast aircraft without specialized tracking equipment. Aircraft flying low and slow (landing or taking off, for example) can be targeted, albeit at DM -2 to -4 (depending on flight altitude or speed; from DM-2 for slow propeller craft to DM-4 for jet aircraft).

Firer's Skill: The Heavy Weapons skill level is used to fire most vehicle weapons.

Smart Missiles

Guidance for missiles is typically via laser guidance, infrared guidance, optical guidance or via satellite guidance signals. Most guided missiles are fire-and-forget from a standoff distance. The Vehicle Weapons table includes both Light and Medium Anti-Tank and Anti-Aircraft missiles as well as the Man Portable Disposable Missile.

To hit with a guided missile: Comms. Routine (+2). 1 round

Apply the following DMs: DM -2 if the target launches decoys (such as a tank). Tanks may also be fitted with an Active Protection System to shoot down these missiles and an active air-defence system will also attempt to shoot them down (treat as APS).

Defeating Vehicle Defences

In the **HOSTILE** setting, some military vehicles may be fitted with measures to defend against incoming missiles, rocket or tank cannon rounds; either **passive** countermeasure launchers or **active**, such as a point defence laser, counter-missiles or machineguns.

Passive - Make a Routine (+2) Gunnery roll. If successful, any missile salvos and all incoming laser fire (*not plasma cannon*) suffer a DM-2 to hit for one round only.

Active – Point defence is fully automated, make an 8+ roll to shoot down an incoming, fast-moving projectile. DM-1 for each additional target it is forced to engage in the same round.

Vehicle Autofire

A weapon that has a number greater than 1 listed in the Rate of Fire (ROF) column is capable of autofire. Against vehicles, this provides a DM bonus to hit, although higher rates of fire will reduce the weapon's listed maximum range. When used against personnel, see Hitting Human Targets (below).

AUTOFIRE TABLE

ROF	Attack DM	Max Range Reduction
4	+1	-
6	+2	-1 Range Band
10	+3	-2 Range Bands
20	+4	-2 Range Bands

Hitting Human Targets

Use the Range to Target table to determine hits on enemy personnel. The Autofire Attack DM should instead represent the number of attacks against adjacent individuals. For example: an APC's light rotary autocannon has a ROF of 6 and if used to attack infantry, will be able to make attacks on 2 separate targets.

Special Damage Effects

Some heavy weapons have a suffix attached to their damage value.

AB (Ablative) – Permanently removes 1pt of armour per die of damage in addition to any damage inflicted. A laser doing 8D6+2 AB lowers the vehicle's armour by 8 points.

AP (Armour Piercing) – Multiply the AP figure by the damage dice and the result is the armour value of the target vehicle that can be ignored e.g. 8D6 AP2 ignores 8 x 2 = 16 points of the target's Armour Value for that attack.

HE (High Explosive) – HE number is the burst radius in multiples of ten metres, 6D6 HE2, for example, has a burst radius of 2 x 10m. Burst radius only affects personnel, see Explosions in the Non-Combat Actions, section.

Vehicle Weapon Table

The table on p. 110 lists a variety of vehicle mounted weapons from the **HOSTILE** setting, categorised according to type.

Damage: Damage inflicted and the effect that damage will have; AP, AB and HE are discussed in the previous section called 'Special Damage Effects'.

Rate of Fire: A measure of automatic fire. Autofire expends a number of rounds each attack equal to the ROF.

Range Band: The *maximum* effective range of the weapon.

Typical Ammunition : A typical load of ammunition carried by a military vehicle.

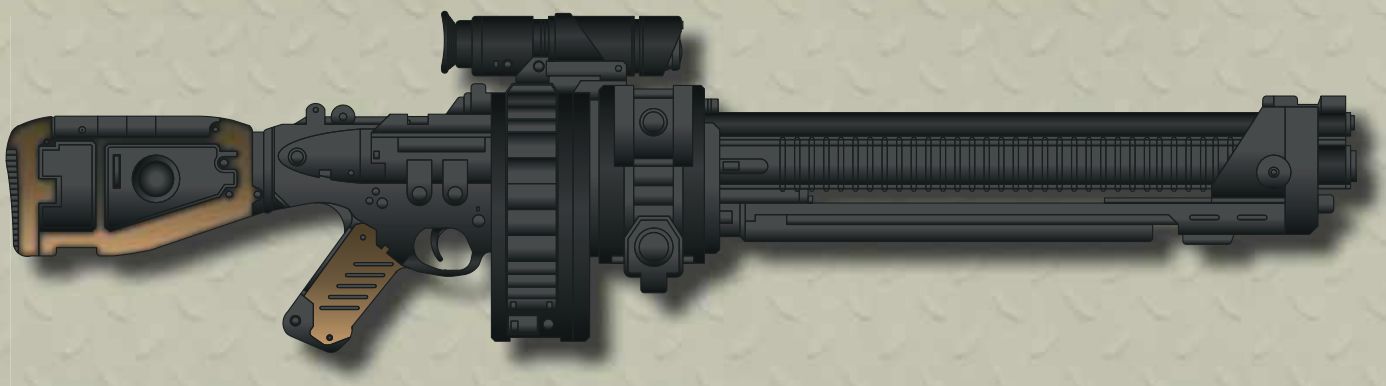
People Attacking Vehicles

Shotguns as well as any small arms that do 2D6 damage will only inflict cosmetic or trivial damage to a vehicle. Small arms doing 3D6 damage or more can be used to attack a vehicle; make a regular 8+ to-hit throw, but remember to factor in the vehicle's speed. On a hit, subtract the vehicle's Armour Rating from the rolled damage and then consult the Vehicle Penetration and Damage rules. Small-arms fire, however, *does not* reduce Hull or Structure Points. It only inflicts Component Damage.

Attacking Starships & Small Craft

Small arms are of no use in attacking starships and small craft, but vehicle-mounted and support weapons are. To calculate the damage inflicted on a spacecraft, use the damage rules in the Starship Combat chapter. To scale up vehicle-weapon damage to starship-scale damage dice, simply subtract 8D6 from the weapon's damage dice (ignore any modifiers or special damage effects). Note that vehicle weapons with damage rolls of 6D6, 7D6 and 8D6 only inflict 1D3 damage at the starship scale. Remember to subtract any Armour Protection from the damage roll.

For example: *a Zenith XM4 tactical plasma gun doing 10D6 damage hits a USSC patrol cruiser about to touch down. To convert to starship scale, 10 – 8 gives us 2D6 damage to roll on the Starship Combat table (p. 144). The patrol vessel has Armour 4 which will be subtracted from any damage rolled, as normal.*



VEHICLE WEAPONS

Vehicle-Mounted Weapon	Damage	ROF	Range Band	Typical Ammunition
Light Machinegun	3D6	10	Long	100
Medium Machinegun	3D6+2	10	Long	250
Heavy Machinegun	4D6+2	10	Long	250
Lt Rotary Machinegun	3D6	20	Long	500
Med Rotary Machinegun	3D6	20	Long	500
Hvy Rotary Machinegun	4D6+2	20	V/Long	500
Auto Coilgun (12mm)	4D6+2 AP	20	Long	100
Light Autocannon (20-25mm)	6D6 SAP	6	V/Long	200
Heavy Autocannon (30-40mm)	7D6 SAP	6	V/Long	200
Lt Rotary Autocannon (20-25mm)	6D6 SAP	20	V/Long	500
Grenade Launcher	5D6 AP2	1	Long	6
Automatic Grenade Launcher	5D6 AP2	4	Long	30
Light Mortar (60mm)	3D6+2 HE2	1	V/Long	12
Medium Mortar (80mm)	4D6 HE4	1	Distant	10
Heavy Mortar(100mm+)	5D6 HE6	1	Distant	8
Multiple Launched Rocket Artillery	9D6	10	V/Distant	10
Missile Man Portable Disposable	8D6 AP2	1	Rifle	-
Missile Light Anti-Tank	9D6 AP2	1	V/Distant	-
Missile Medium Anti-Tank	10D6 AP2	1	V/Distant	-
Missile Medium Anti-Aircraft	9D6	1	Extreme	-
70mm Strafing Pod	8D6 HE	6	V/Long	6
Artillery Missile Pod	8D6 HE	10	Distant	10
Torpedo Smart	12D6	1	V/Distant	-
Gatling Laser	6D6 AB	4	Distant	-
Pulse Laser Cannon	9D6 AB	1	Distant	-
Plasma Gun Man Portable	10D6 AB	1	Long	38
Plasma Cannon	14D6 AB	1	V/Long	100
Light Railgun	8D6 AP2	1	Distant	80
Medium Railgun	13D6 AP2	1	V/Distant	50
Artillery Railgun	12D6 HE6/AP	1	V/Distant	100
Starship SRAM Anti-Armour Missile	9D6 AP2	1	Extreme	1
Starship SRAM Nuclear Missile	10D6 AP2	1	Extreme	1
Starship Pulse/Beam Laser	9D6 AB	1	Extreme	1
Starship Railgun	11D6 AP4	1	Extreme	1
Starship Particle Weapon 50-tons #	14D6 HE6	1	Extreme	1
Starship Particle Weapon 100-tons #	17D6 HE6	1	Extreme	1
Starship AKV Kinetic Kill	12D6 AP2	1	Any	1
Starship AKV Thermobaric	16D6 HE6	1	Any	1
Starship AKV Nuclear £	14D6 HE16	1	Any	1

High Level Radiation, 3m burst radius
£ Extreme Level Radiation, 160m burst radius

Vehicle Penetration & Damage

The Damage Procedure

Damage vs Armour: Roll the weapon damage listed on the Vehicle-Mounted Weapon table when a hit occurs. Do *not* add any Effect from the successful attack roll. Subtract the vehicle's Armour Rating from the damage inflicted. Note that some weapons have special effects (AP, AB, HE).

Damage Remaining: Any damage left over is applied to the Penetration Table where the damage inflicted on the target is listed. Look up the Weapon Damage Sustained to determine how many of the vehicle's Hull Points are lost in the strike and how many Component Damage rolls should be rolled.

Hull Points: Subtract Hull Point damage from the vehicle's Hull Points. When that value reaches 0 the vehicle is **Knocked Out**, and if flying it will crash. Further reductions in Hull Points must instead be made to the vehicle's Structure Point value. When that reaches zero the vehicle is **Destroyed**, probably on fire and anybody on-board will probably be killed or seriously injured.

Component Damage: Whatever the effect of the Hull Point reduction, remember to also roll for component damage on the Component Damage Table on p. 112. Apply the effects immediately.

PENETRATION TABLE

Weapon Damage Sustained	Hull Point Reduction	No. of Rolls on Component Damage Table
1-8	1	1
9-13	2	1
14-18	4	1
19-22	8	2
23-25	15	2
26-30	30	3
31-35	52	3
36-39	76	3
40-49	100	4
50-65	124	4
66-80	148	5
81-95	172	5
Every 15 points	+24	+1

Example: *An AV-105 jump-jet on the pad is hit by a HEAP grenade round (5D6 AP2) doing 19 points of damage, and the 'AP' designation means it ignores 10 points (or, in this case, all) of the jump jet's armour. Referencing the Penetration table, we see that 19 points of damage will lower its Hull by 8 points, to zero, with the excess 3 points lowering its Structure to 2. The jump-jet is knocked out. It sustains two Component Hits; speed reduced by 20% and -1 DM on any control rolls.*

COMPONENT DAMAGE TABLE

2D6	Component Hit	Effect
2-4	**Control**	Control is affected, apply a -1 on driving or piloting rolls. In addition, an immediate Average roll to retain control of the vehicle must be made.
5-6	**Speed**	Speed is affected. Lower the vehicles speed by -20%.
7	**Breach**	A hole is punched into the hull, and if an aircraft or ground vehicle, then 1-3 crew/passengers suffer 1D6 damage. Aircraft above 12,000' altitude will suffer rapid depressurization. A breached watercraft will begin to take on water.
8	**Occupants/Cargo**	Either 1-6 passengers are injured and suffer 3D6 damage each (subtract personal armour from this damage if applicable) OR up to 500kg of the vehicle's cargo is destroyed or badly damaged.
9	**Weapon**	One of the vehicle's weapons is disabled and may not fire. On a 1D6 roll, a result of 4-6 indicates that a gunner in that station (if one exists) also takes 3D6 damage.
10-11	**Electronics**	One or more of the vehicle's internal electrical systems is destroyed, commonly computer system, communications, radar, navigation, etc. Also roll 1D6, on a result of 5-6, there is a small internal fire.
12	**Driving Compartment**	The driver's area is hit, injuring the driver/pilot who suffers 3D6 damage. If still conscious, he must make an immediate Difficult drive or piloting roll or lose control of the vehicle and crash.

A watercraft hit by a torpedo will have a Breach result as its first damaged component.

Damage Results Explained

Breach at Sea: If the vehicle is a boat a small breach begins to leak, reducing its speed by one quarter and reducing Agility by 1. Two such breaches will cause the watercraft to take on too much water and begin to sink. It will sink within 1D minutes. Note that this only applies to small watercraft; large ships such as destroyers will stay afloat even after such minor breaches. Only a Knocked Out damage result will sink such large craft.

Knocked Out: The vehicle is seriously damaged and inoperable until it undergoes major repairs at a full-scale workshop. Each occupant must throw Routine (+2) Endurance to avoid taking 3D damage. Aircraft crash, causing damage to all occupants (unsurvivable if high-flying, 4D6 damage if very low flying). Watercraft, suffer a massive hull breach. Small watercraft sink in 2D6 rounds, while large vessels will sink in 1D6 hours.

Destroyed: The vehicle is destroyed with the loss of all crew and passengers. In the case of all ground vehicles (except tanks), occupants may throw Difficult (-2) Dexterity to bail out, suffering only 2D6 damage. Tanks will become an instant inferno, with the ammo cooking off in a ferocious but short-lived blow-torch of flame shooting out of the top of the turret.

Vehicle Repairs

Throw Average (0) Mechanical or Electronics to jury-rig a damaged or disabled component with a handful of spare parts. These repairs are temporary. The component will stop functioning again after 1D6 hours. Throw Difficult (-2) Mechanical or Electronics to properly repair the system in the field using spare parts. If this throw fails, the damage requires a mobile workshop to repair. A character with at least skill-1 will be able to replace or repair the system at a workshop. Small breaches are easier to repair. If repair supplies are available, water breaches may be patched with a successful Routine (+2) Mechanical throw. Failure increases the difficulty by 1 for the next attempt.

Knocked Out vehicles require several weeks or months (2D6 x weeks) to repair at a suitably equipped facility. Make a Difficult (-2) Mechanical and Electronics roll (assistance may be necessary!) and if failed, add another 1D3 weeks to the total. Cost to repair a knocked out vehicle is 30% of its purchase price. Crashed aircraft are scrapped.

McConnell AV-105 Jump-Jet Gunship

SPECIFICATIONS

Type	dTon	Armour	Hull/Struc	Cost ($)
Jump Jet	4	4	5/6	600,000
Max.Speed (kph)	**Range (km)**	**Agility**	**Cargo (kg)**	**Crew/Passengers**
420	**400**	**-1**	**-**	**2/0**

ARMAMENT

Weapon	Damage	RoF	Range	Ammo
Lt Autocannon 25mm	6D6 SAP	6	Very Long	200
2 x 70 Strafing Pods	8D6 HE	6	Very Long	6
2 x M30 Anti-Tank Missiles	9D6 AP2	1	Very Distant	-

Notes:
A military attack jump jet serving as a VTOL gunship. Equipped with military avionics and sensors, as well as rocket pods, two missiles and a chin-mounted 25mm Gatling cannon.

COMBAT DATA SHEET

ORDER OF COMBAT

1st: Melee Combat
2nd: Aimed Fire
3rd: Area Fire
4th: Non-Combat Actions

COMBAT RANGE BANDS

Range	Distance to Target
Personal	Touching, less than 1.5m
Close	1.5 to 3 m
Short (Pistol, Thrown)	3 to 15 m
Medium (Assault, Shotgun)	15 to 50 m
Long (Rifle, Rocket)	51 m to 250 m
Very Long	251 m to 500 m
Distant	501 metres+

MOVE

2m/rd if attacking
9m/rd if jogging (can dodge and make perception rolls)
18m/rd if sprinting (no defence, no perception rolls)

AUTOMATIC FIRE

Rate of Fire	Number of Chances to Hit
1 shot	x 1 attack
4-round burst	x 2 attacks
10-round burst	x 3 attacks

AREA FIRE DMs

Weaponry	Bonus to Pool
Single shot	-
4 round burst	+1D6
10 round burst	+2D6
20 round burst	+3D6
Grenade	+2D6
Anti-Tank Weapon	+3D6
Tank cannon	+4D6
Airstrike/ Artillery	See Fire Support, on pg 99

Every success adds 1D6 to pool, add add-optional DMs for table. Half the total of dice if enemy entrenched.

MELEE CBT 8+

+ skill (Brawling or Blade)
+1 Strength or Dexterity DM
+ Dex DM if animal or exomorph
- defender parry (Brawling/Blade Combat)
-1 if not fighting at weapon's range

Explosions

Diff (-2) Dex roll to avoid damage if in the radius of an explosion. DMs: going prone (+1), ducking behind hard cover (+2) or occupying a trench or bunker (+4). Diving for cover means being prone and losing next action.

INITIATIVE 8+

Distance	Modifier
Short	+3
Medium	0
Long	-3
Very Long	-6

Other Factors	Modifier
Group has 8 or more members	-1
Resting/distracted/busy/unprepared	+/-1
One character has Tactics-1 or more	+1
One character has Recon-1 or more	+1
Riding in a Vehicle	+/-3
Ambush	+/-3
Visibility restricted	-2
Using High-Tech Sensors Within Range	+1

GUNFIRE 8+

Advantage	Modifier
Target in Weapon's Range Band	0
Target 1 band beyond Range Band	-2
Target 2 bands beyond Range Band	-4
Point Blank (3m or less)	+2
Aiming for one round	+1
Aiming for one round with Scope	+2
Propelled Grenade with burst effect	+1
Shotgun-Short Range (4D6 damage) -Medium Range (2D6 damage) -Long Range (1D6 damage)	+1 0 0
Target Moving, Dodging, Rushing	-1
Target in Cover, Partial	-3
Frenzy Fire	-2
Firing into Hand-to-hand Combat	-2
Autofire 4 rd burst	x 2
Autofire 10 rd burst	x 3
Firer's Str is lower than gun's Recoil	-1

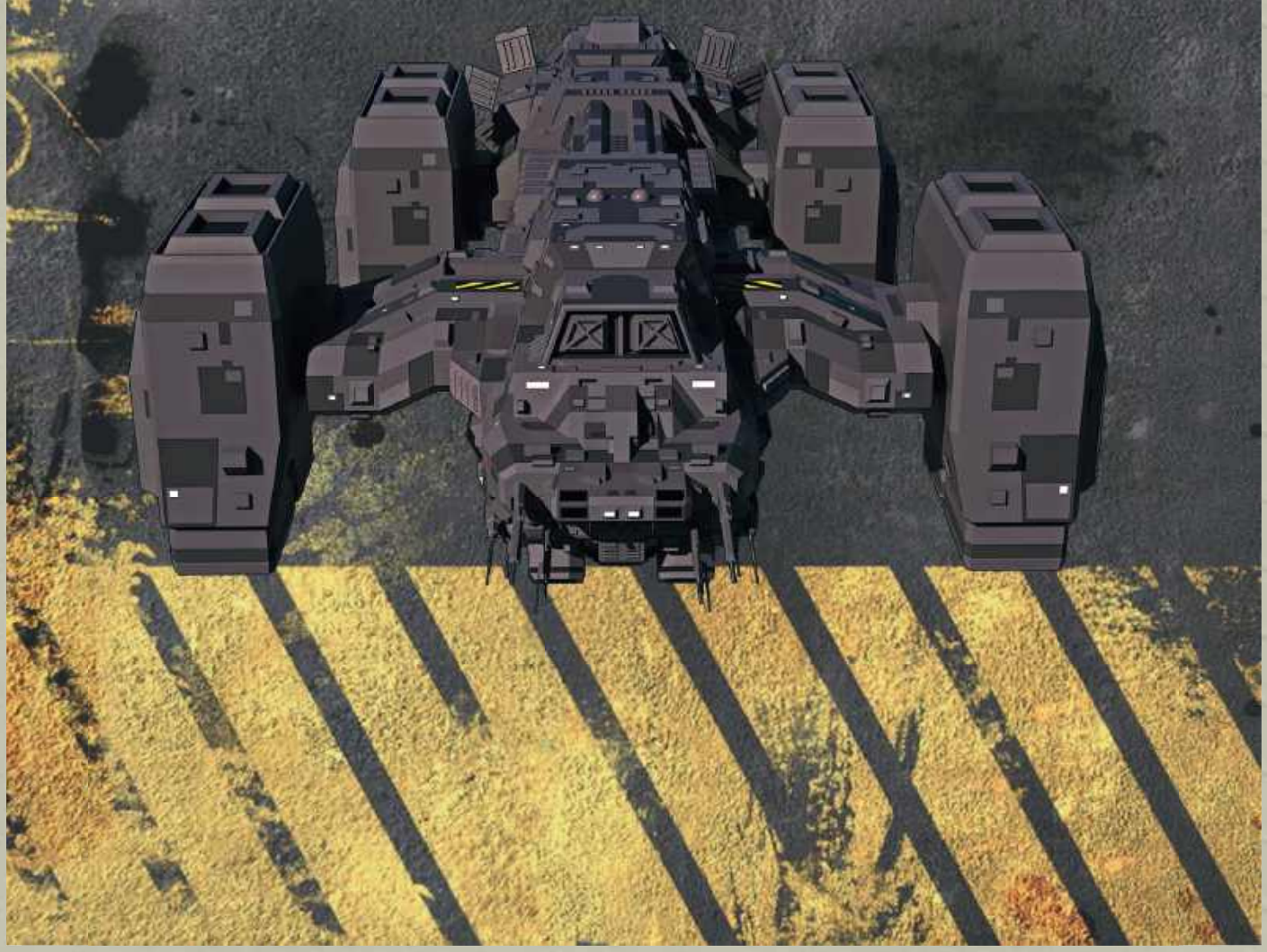
Unreliability: On a 'double-2' roll, check for a jam or misfire, 7- on 2D6.

GRAPPLE Brawling 8+

Continue pinning the victim with no other effects.
Disarm his opponent. If he succeeds by 6+ he can take the weapon away; otherwise ends up on floor.
Drag his opponent up to three meters.
Escape the grapple and move away.
Inflict damage equal to 2 + the Effect.
Knock his opponent prone.
Throw opponent up to three metres for 1D6+2 damage.

SPACE TRAVEL 6

Extra-solar colonization was always about resource extraction, about getting valuable raw materials back to a stripped-out, deforested, overpopulated and polluted Earth. Player characters will travel to these colonies where all of the adventure and drama occurs. Therefore, it is important to develop an understanding of interstellar travel. It can take one of two different forms, interplanetary travel through normal space and interstellar travel through hyperspace. This chapter explores both facets.



Interplanetary Travel

All ship operations, including interstellar flights, involve some acceleration using powerful fusion plasma reaction drives powered directly through the fusion powerplant. Reaction mass (cryogenic liquid hydrogen or unrefined water) is fed through the fusion reactor which superheats it to plasma state. Manoeuvre drives are rated as a measure of G (acceleration); a rating of 3 indicates a 3G acceleration (30m/sec²), for example. Use the drive's Manoeuvre number (Mn) to determine the distance covered by the spaceship in one day. These craft will coast without thrust for the middle-part of the journey and so it is the G-rating during acceleration and deceleration which really determines how long that journey will last. M-Drive values and travel times using Millions of kilometres (MKM) which are given in the table. Every large ship holds enough reaction fuel for 24 'burns' of reaction thrusts.

Interstellar Travel

Faster than light travel is made possible by the discovery of a pseudo-dimension, one apparently co-existing with our own but possessing natural laws that are vastly different and for the most part void of scientific understanding. It can be entered and exited in a ship fitted with a hyperdrive at a pre-surveyed hyperspace point. Ship computers carry details of all of these surveyed hyperspace points. Plotting a hyperspace run into the unknown, no matter how exacting the preliminary astronomical data, is incredibly dangerous and costly. Faster-Than-Light probes are sent out first to explore and map and then return with the data with which future hyperspace co-ordinates are plotted. All starship navigators in known space are using established routes and the nav-routes they work on to prepare their journey are more or less modifications of the program for current celestial movements, etc.

Human beings (as well as animals) are turned insane if awake during a hyperspace jump and for that reason both crew and passengers are routinely put into cryogenic stasis or 'hypersleep' for the flight. Ships usually install crew cabins for that period of time when the starship is transiting a star system or in orbit around a planet.

TONS and TONNES

HOSTILE uses a displacement ton or just 'ton' to serve as a measure of volume for spacecraft and their cargoes, roughly equal in size to 500 cubic feet or 14.5 cubic metres. This is sometimes abbreviated to 'dton' and it should be differentiated from the familiar metric tonne, which is equal to 1,000 kilogrammes of mass (how much matter there is in an object). When an object is in a gravity field, such as on a planet, that mass is instead referred to as 'weight' and if the referee wants to track such details, will vary depending on the world's surface gravity.

Hyperdrive Operating Parameters

Apparent Velocity: A hyperdrive does not have a maximum range – instead, the ship's drive rating (1, 2, 3, 4, 5 or 6) indicates the number of parsecs crossed per week of travel. Speeds are rated at 'parsecs per week'. A drive rated '1' will take 7 weeks to get to a destination 7 parsecs away.

Fuel: Hyperdrives do not consume additional fuel, but use electrical power supplied by the ship's fusion reactor. Therefore ship's powerplant must equal or exceed the rating of the hyperdrive.

Endurance: A drive can maintain its presence within the hyperspace tunnel indefinitely, it is limited only by the amount of coolant carried on board and the life support needs of the crew. Typically enough coolant is carried for 12 months of reactor operation, equal in displacement to the fusion reactor itself.

Entering Hyperspace: Gravity and hyperspace have a very uneasy relationship, and entering hyperspace is best done away from any major gravitational field (such as the system's star). Pre-existing hyperspace points (HSPs) have been charted in all explored star systems, all of which exist well beyond a star's habitable zone. The bigger the star (the more luminous the star is) – the further out these HSPs are. Hyperspace points are pre-surveyed locations beyond a star's habitable zone, they are the perfect confluence of gravity, dark matter, orbital mechanics and fluctuations through time that allow easy access to hyperspace. There are scores of HSPs in any one star system, each one is an invisible 'bubble' of 'hyperweak' space in the outer system that is several thousands of kilometres in diameter.

Leaving Hyperspace: Due to the serious risk of emerging within or adjacent to a large moon or planet, hyperspace jumps are by necessity terminated at pre-mapped, pre-surveyed hyperspace points within the destination star system. Starships emerge with the same velocity with which they entered hyperspace and on a preferred pre-planned course to the system's mainworld. It must still decelerate to enter orbit around that world.

Communication Within Hyperspace: FTL communications (both sending and receiving) using a hyperwave transceiver is possible both while the ship is in hyperspace and when it is in 'real space'. Messages are brief (see Radio Communications, later).

Sensor Operations: There are no sensors currently suitable for use in hyperspace. Distance travelled is measured purely by reference to elapsed time and hyperdrive-calibrated frequency.

Medical Effects of Hyperspace Exposure: Humans feel uncomfortable if awake during hyperspace transit. In addition, roll 3+ on 2D6 each week to avoid a serious indefinite symptom (increase difficulty by +1, each week after that). The 6 most serious symptoms include : amnesia, stupefaction, violent paranoia, tremors & fits, self-harm, terrifying hallucinations. These symptoms will probably be long-term.

IN-FLIGHT CHECKLIST

Flight Day

1 Roll Starport Encounter (**Chapter 10 – Encounters**).
2 Flight Planning, with Fuelling and Loading.
3 Fuelling. Roll 1D6; a '1' indicates a hold-up in fuelling.
4 Loading. Crewman makes a Routine Loader roll. Failure indicates a hold-up.

Take-Off & Flight Out

1 Crew skill rolls: Routine Pilot, Routine Engineer and Average Navigator.
2 Roll for a Space Encounter (**Chapter 10 – Encounters**).
3 Travel to Hyperspace Point 2D6 x 10 MKM (add star and navigator's DM).
4 Crew enter hypersleep; ship enters hyperspace.
5 During hyperspace travel, players roll 2D6, on a '2' – drop out of hyperspace.

Flight In & Landing

1 Exit hyperspace; crew emerge from hypersleep. Routine End rolls needed.
2 Crew skill rolls: Routine Pilot, and Average Navigator; sensor operator makes Routine Comms roll for position fixing.
3 Roll for a Space Encounter.
4 Travel to Destination:

Mainworld - 2D6 x 10 MKM (add star and navigator's DM).

Gas Giant refuelling - 1D6 x 1D6 x 20 MKM (add star and navigator's DM).

Planet Inner System - 1D6 x 1D6 x 20 MKM (add star and navigator's DM).

Planet Outer System - 1D6 x 1D6 x 100 MKM (add star and navigator's DM).

5 Landing. Routine Pilot roll required, failure indicates a fine and/or damage.
6 Roll Starport Encounter.
7 Unloading. Crewman makes a Routine Loader roll. Failure indicates a hold-up.
8 Update Burns ('fuel') total. Update tally of full or partial days that have passed.

Off-Duty

1 Downtime for 2-3 days. Resolve any adventure opportunity, job or encounter.
2 Return to top

THE MISSION

Starships bring raw materials such as grain, oil, ore and timber from the Off-World colonies to Earth. Other starships carry mining rigs or prospecting crews, surveyors, scientists, explorers …. Corporate transport ships send out executives to staff remote industrial outposts, or miners out to begin their tours of duty. Families might be part of a new colonisation program. Marines may be travelling out to deal with some hostile alien threat or perhaps a colonial uprising. Marketing men want to set up new operations on burgeoning colonies, whilst scrap merchants want to salvage what's left of failed and abandoned ones. It's all business, the ebb and flow of workers and executives, security forces and raw materials, consumer goods and much-needed industrial machinery.

Most commercial starships follow a simple schedule, spending several weeks in hyperspace and one week in normal space, taking care of business. Once a ship emerges from hyperspace, it travels to the destination world, where passengers disembark, old cargo is unloaded and new cargo replaces it, the crew performs routine ship maintenance and refuelling, new passengers come aboard the vessel, and then the starship travels to a hyperspace point in the same star system in preparation for entering hyperspace once again, and traveling either back to Earth or to the next destination.

Non-commercial starships typically follow a similar schedule. Without the obligations of passengers or cargo, however, these vessels can choose to travel much faster. The week in-system can be reduced to simply refuelling by the quickest means possible and then entering hyperspace. When a vessel first emerges from hyperspace, the first course of action is to scan normal space for potential dangers. Once the commander determines that the vessel is safe, the navigator then checks their pre-plotted trajectory to ensure they are already on their way to the system's mainworld. The commander may want to skim a local gas giant for free fuel. If so, the pilot achieves orbit and skims the atmosphere of the gas giant for fuel using the ship's fuel scoops.

PAYING PASSENGERS

Passenger travel can be classified into two categories – standard (no frills) or elite.

Standard-Class Starship Ticket

This is a ticket on a colonial transport and the character will, like all passengers, be put into hypersleep for the flight in order to survive hyperspace. With a standard-class ticket the passenger is frozen at the starport in a mobile cryotube and shipped to the starship like freight. In the cargo hold, the pod is plugged into the ship's power and computer grid, and can be monitored by the ship's systems. In an emergency, standard passengers must be awoken manually and led to an evacuation point by a crewmember. The passenger has a meagre 10kg baggage allowance that fits into the locker at the foot of the hypersleep pod. Cost: $8000.

Elite-Class Starship Ticket

There are two main perks of an elite-class ticket. First, the ship's android is assigned to 'medwatch' all e-ticket holders; secondly, the passenger is carried within an Autonomous Crew Ejection Pod that has an armoured casing (AR 20) providing security and insurance for the occupant. These pods are mounted on standard evacuation hatches and in an evacuation situation the ship's computer jettisons the pod. Using its own thrusters, it moves into a stable orbit and activates its beacon. It has its own automatic re-entry kit installed and may initiate an automated re-entry and landing at a habitable dirtside location if it seems more likely to ensure the occupant's survival. For more information on Autonomous Crew Ejection Pods, see Emergency Escape Vehicles in the **Setting** book. Its locker holds a DeWitt Class 3 Survival Bag and a 10 kg luggage compartment. A 10 kg 'carry-on bag' is also allowed that is stowed into the locker at the foot of the hypersleep pod. Cost $10,000.

FLIGHT PLANNING

Plotting a trajectory to the nearest hyperspace point and a navigation route through hyperspace is flight planning. It consists of compiling all flight data, gaining ATC clearances for lift-off or undocking, satisfying customs officials of the flight's and the crew's legality and booking a refuelling and ship replenishment slot with the starport's ground handlers. All of this should take around one day (the day of the flight). On worlds with government type 8, 9 or 13+, make an Average Admin roll, with failure indicating bureaucratic hold-ups, taking one extra day.

FUELLING

Starships require copious amounts of liquid hydrogen fuel, which is refined at an A or B class starport either from gasses skimmed from a nearby gas giant, or from local water resources. Commercial starships can purchase this refined fuel at a rate of $500 per ton. Unrefined fuel (water) is available at C and D class ports at $100 per ton, but using this type of fuel as a reaction mass degrades the manoeuvre drive's efficiency; lower Mn number by 1-G (or to 0.5-G if the drive is rated at 1-G). This is because water has a lower specific impulse, which is an expression of the reaction mass's exhaust velocity, the energy put into it and the weight of the particles in the reaction mass. For a given plasma rocket, liquid hydrogen can be accelerated to higher velocities than water because H_2 molecules are so light. Remember that force equals mass times velocity squared, so the speed that those particles are escaping the rocket motor is critical. If unrefined fuel is used, then the first Ship Malfunction roll will be for the manoeuvre drive. C and D class ports only have this unrefined fuel available. The starline will cover the cost of fuel for the mission (along with life support and supply costs). If the ship has fuel processors, it can actually refine its own fuel on the pad or in flight at the rate stated in the ship's description (20 tons per day per ton of equipment).

If speed of refuelling is important to the plot, use these figures: fuelling takes 15 minutes for a small craft, 2 hours for starships of 1000 tons or less, 3 hours for starships of 6,000 tons or less, 4 hours for starships of between 6,100 and 15,000 tons, and 6 hours for starships massing larger than 15,100 tons. Double these times for a D class starport. The referee might want to check for hold-ups. Roll 1D6, on a '1' the fuelling is delayed for ½ day. A character might be able to make an Average Admin roll to circumvent this hold-up.

Manoeuvre Drive Fuel: Ships require liquid hydrogen to the amount of 0.1 x Hull Tonnage x Mn. *Example: A 3,000 ton ship with a 3G drive requires: 0.1 x 3000 x 3 tons of fuel (equating to 900 tons).* This provides 24 'Burns' at the reaction drive's rating for a starship, 12 Burns for a small craft. Once those burns are depleted, the fuel tanks are dry! This manoeuvre drive fuel forms the bulk of all fuel loaded onto a starship.

Powerplant Fuel: The fusion reactor requires an amount of cryogenic liquid hydrogen coolant equal in tonnage to the Powerplant tonnage. It typically provides for 12 months of operation and does not need replenishing after each flight.

LOADING & UNLOADING

If the ship is a cargo freighter of some kind, assume that a cargo charter will occupy all of the capacity of the cargo hold. Loading/unloading speeds depend on the type of cargo and number of devices used to carry out the process:

Discharge Boom Conveyor - Telescopic boom for transferring ore, wheat or coal, etc. Each conveyor fitted to a ship transfers 2,000 tons of bulk cargo per hour.

Liquid Transfer Manifold - Telescopic arm for transferring liquid cargoes such as water, petroleum, liquefied gas, liquid hydrogen or industrial chemicals. Each boom conveyor fitted to a ship transfers 250 tons of liquid cargo per hour.

Overhead Crane – An on-board, side-mounted crane that can off-load shipping containers and other pre-packed cargoes without the need for advanced port facilities. They are utilised where there is only a bare landing pad (E class port) or even none at all (X class port). A standard crane transfers 6 tons per minute; a large overhead crane transfers 9 tons per minute.

Starport Cargo Handling

Typically, for all shipping containers, palletised goods and outsize cargoes, the starport is legally contracted to off and on-load. The rate of cargo transfer is dictated by the starport class. The 1,000-ton Harbinger class freighter, for example, has a 350-ton cargo deck and can be unloaded at a C-class starport in around 58 minutes. Rosa Norsk, meanwhile, a 20,000 ton container carrier, has a capacity of 15,200 tons-worth of containers. At the same port it will require 55 *hours* to fully unload. However, such huge container ships typically only make partial drop-offs at each stopping point on their journey - at each port only unloading 30-180 (3D6 x 10) containers at a time. At our C-class starport, for example, the Rosa Norsk might unload 80 3-ton containers, taking around 40 minutes.

Starport Class	Loading DM	Rate of Cargo Loading/Unloading
A	-	15 tons (5 containers) per minute
B	-	9 tons (3 containers) per minute
C	-1	6 tons (2 containers) per minute
D	-1	6 tons (2 containers) per minute
E	-	none

Loading is supervised by the crew of the transport ship, in particular a character with Loader skill. The character overseeing the operation makes a Routine (+2) Loader skill roll; apply the Loading DM from the table (above). Failure indicates a problem has not been averted - the freight cannot be loaded or off-loaded for 24 hours *at the earliest*. The reason might be political, legal, administrative, technical or logistical (other ships need loading first). A player character may make a task roll to circumvent the hold-up. Make either a Difficult (-2) Admin or Difficult Loader roll to get the loading started in ½ day. If that fails, try again in 24 hours, this time at 8+ (an Average task). If that fails, try again in 24 hours, this time at 6+ (a Routine task). You will *eventually* get off the ground! These rules all apply to both loading and off-loading. The referee might want to replace this second Admin or Loader roll with ingenious roleplaying, as the player characters plot to jump the queue or solve the hold-up dilemma.

Self-Loading

Ships with their own cargo handling vehicles can unload at E-class starports; they *might* be allowed to circumvent loading/unloading hold-ups at other starports by taking matters into their own hands. This might require a successful Loader or Admin roll as just described.

Vehicle	Rate of Cargo Loading/Unloading
Workloader	1 ton (not-containerized) per minute
Reachstacker	6 tons (2 containers) per minute
Forklift	2 tons (not-containerized) per minute
Overhead Crane (Std)	6 tons (2 containers) per minute
Overhead Crane (Large)	9 tons (3 containers) per minute

TAKE-OFF & FLIGHT

Once fuel, cargo and supplies have been loaded on-board and traffic control have given permission for take-off, the ship can power up and lift off, heading directly out into space on a trajectory already plotted to take it to the nearest viable hyperspace point (see Hyperspace, below). The reaction drives are powerful rockets creating a terrible din and rattling the colony infrastructure. Ships docked to an orbital space station (often above A and B class starports) simply undock, using Vernier thrusters to back away several kilometres, before igniting the reaction motor for the journey out of orbit. Using such an orbital 'high port' will save the starship fuel it would have burned reaching orbit from the surface (see the Manoeuvres Carried Out table, below). Antarctica Traffic Control does not allow starships to land on Earth, all must dock in orbit at the huge and well-equipped Liberty Station. Their cargoes are sent to Earth via heavy lift shuttle or, if liquid or bulk cargo, via the Trans Atmospheric Petroleum Pipeline.

Burns

All small craft carry enough fuel for 12 burns of their reaction drive, whilst starships have enough for 24 burns. Below is a table that illustrates the fuel costs for a variety of manoeuvres.

Manoeuvre Carried Out	Burns Required
Leave orbit for trip to another planet	4
Decelerate & enter orbit around a planet of gas giant	4
Leave orbit for a trip to a local moon	1
Enter orbit around a moon or planet	1
Travel out to the Hyperspace Point	4
Travel from Hyperspace Point to mainworld or gas giant	-
Small craft/lifting body starship deorbit burn & descent to moon's surface	1
Small craft/lifting body starship ascends to orbit from moon's surface	1
Standard starship deorbit burn & descent to planetary surface.	2
Streamlined starship deorbit burn & descent to planetary surface.	1
Standard or streamlined starship ascends from planetary surface	2

Note: A change in orbit or vector will not require any burns if the Pilot can make an Average Pilot skill roll. If failed, the cost is 1 burn.

Burns left remaining must be cautiously rationed, no-one wants to be stranded in some remote star system without enough fuel to get home. Plan ahead. How many burns will my entire trip take? Is that enough? Is there any reserve? Do I need to refuel at a starport or a gas giant (if one exists in the destination star system). The referee might ask the pilot to make a Routine (6+) Pilot skill roll. If failed then a problem that could not be avoided costs the ship +1 Burn of fuel to get to the destination in-system (whether it be a hyperspace point, moon, gas giant or other planet).

Time to In-System Destination

Where are you going? We try to keep all in-system distances listed as Millions of kilometres (MKM). The pilot opens up the reaction motors for a long-duration burn lasting several hours, before turning them off to coast mid-way. The final third of the trip involves decelerating and (usually) entering the destination world's orbit. Divide the distance to destination (a planet, a gas giant or a hyperspace point) by the Distance Per Day value in the table to determine how long the flight will take.

Example: *The referee sets Jupiter's distance from Earth at 780 MKM (of course it varies as both planets move in their orbits). A 4-G ship travelling from Earth to Jupiter will arrive in 20 days (780/40 = 19.5). It will use 4 burns in its initial acceleration and another 4 burns to decelerate and enter Jovian orbit.*

Off the Beaten Track

"But I don't want to fly to the mainworld!", you say. Perhaps you are dropping off scientists at a remote moon, or resupplying prospectors in the outer regions of the star system. How far away is it? How long will *that* trip take? As referee you can choose a distance. Jupiter is 780 MKM from the Sun, Saturn is 1,400, Neptune is 4,500 while the distant, frozen Kuiper Belt is 6,000 MKM away! Alternatively make a random roll:

- If the destination is in the Inner System roll 1D6 x 1D6 x 20 MKM
- If the destination is in the Outer System roll 1D6 x 1D6 x 100 MKM

You can add the DM from the star's luminosity class (see Hyperspace, below) for more realism. Note that the Habitable Zone sits somewhere between the Inner and Outer Zones, and is the assumed location of the star system's mainworld. The navigator may also have a part to play: make an Average Navigation roll. Failure provides a penalty DM of +1 on one of the 1D6 being rolled.

Moons **-** Moons are on a different scale of distance to planets, and ships will not have enough time for a coast stage, merely accelerating midway then decelerating to then enter orbit around the moon. Use these simple rules to determine the time taken to reach a planet's moon starting from orbit.

Moon around a planet: 1D6+2 hours
Moon around a gas giant: 2D6+2 hours

Acceleration (G)	Distance per Day in Mkm
1	10
2	20
3	30
4	40
5	50
6	60
7	70
8	80

HYPERSPACE

Entry into and an exit from, hyperspace is most effectively carried out well beyond a star's habitable zone; the gravitational effect and size of a star affects a starship's ability to cross from one universe into another. Stars are classified by luminosity and this describes the actual size of a star, determined by its atmospheric pressure.

The larger or more luminous the star, the further out the hyperspace 'points' will be. Hyperspace points are surveyed locations beyond a star's habitable zone, they are the perfect confluence of gravity, dark matter, orbital mechanics and fluctuations through time that allow easy access to hyperspace. There are scores of HSPs in any one star system, and the random roll below, provides a distance to the nearest hyperspace point from the mainworld. Starships can enter hyperspace with a substantial velocity. A clever navigator will have charted a course that will see the ship exiting a hyperspace point in the destination system taking it directly to the mainworld. This means that accelerating to a hyperspace point costs 4 burns, and decelerating from the exit point toward the mainworld (and entering its orbit) costs another 4 burns.

Distance to Nearest Hyperspace Point: 2D6 x 10 MKM (Million km)

Luminosity Class	Description	DM
0	Hypergiants	+12
I	Supergiants	+6
II	Bright Giants	+4
III	Giants	+3
IV	Sub-Giants	+2
V	Dwarfs	+0
sd	Sub-Dwarfs	-5
D	White Dwarfs	-6
T	Brown Dwarf	-6

Make an Average Navigation roll. Failure provides a penalty DM of +1

Note: *Our Sun is classified as a G2V star, with 'V' indicating a dwarf star; Beta Hydri, on the other hand is a G2IV star, with 'IV' indicating a sub-giant star.*

As the hyperspace points themselves move in their orbits, the roll to determine their distance from the mainworld must be made every time the system is visited or exited. Prior to arriving at the hyperspace point (at some considerable velocity), the crew enter hypersleep. Once the ship enters the zone occupied by the hyperspace point, the ship's computer activates the hyperdrive – propelling it into hyperspace along its preplanned course. Further information about hyperspace can be found in Zozer Games' free supplement titled the **Hostile Technical Manual**.

Hyperdrive Limits

A hyperdrive rating (1, 2, 3, 4, 5 or 6) indicates the number of parsecs crossed per week of travel. Speeds are rated at 'parsecs per week'. Hyperdrives do not consume additional fuel, but use electrical power. Within the ship the drain on even the most overpowered reactors is sufficient to leech power from most on-board systems so lights are dim, many tertiary systems and crew luxuries inoperable and the temperature uncomfortably cold, some inherent element of hyperspace leeching the heat even from a wide open reactor.

Stasis Interrupted ...

During hyperspace travel, the referee (or player character engineer, if he feels brave) should roll 2D6. On a result of '2' there is some on-board malfunction serious enough to force the computer to follow ICO protocols and drop the ship back into normal space. What could the problem be? It is almost certainly repairable, but how long will it take?

INTERRUPTION TO HYPERSPACE

1D6	Malfunction	Difficulty to Repair	Time
1	Life Support	Routine	½ day
2	Fuel Pump	Average	½ day
3	Hyperdrive Coupler	Average	1 day
4	Field Generator	Difficult	1 day
5	Cryogenic Bay	Average	½ day
6	Fusion Reactor	Difficult	1-3 days

Maybe your engineers should have carried out routine maintenance? See Comms & Engineering, later.

Coming Out of Hypersleep

Days or weeks will pass until the ship enters the destination star system where it will emerge from hyperspace at a pre-calculated hyperspace point (again roll randomly for its distance from your intended destination world). It will travel on a coasting trajectory with engines shut down toward the destination. Automated systems wake the sleeping crew and the starship is then brought online, systems checked, nav co-ordinates confirmed and the flight plan for the trip to the mainworld activated. The flight into the mainworld starport will typically take a couple of days or so, during which time the crew will contact local traffic control and make arrangements for unloading and refuelling (if needed). The ship's computer automatically revives the crew who each make their own Routine (+2) Endurance check. Failure to revive successfully results in feeling ill and groggy for the rest of the day. All skill rolls that day (piloting, engineering, comms, etc.) are conducted with a DM of -1. The ship's medic can assist anyone suffering from the effects of hypersleep with an Average (0) Medical check for each patient. Success removes that -1 penalty.

LANDING

Once in orbit around the mainworld, the starship begins a deorbit burn and enters the atmosphere (if one exists). It will touch down around half-an-hour later at a landing pad assigned by local traffic control. Some missions will involve the unloading of a cargo in orbit (either at an orbital high port above the A or B-class port, or perhaps at some remote asteroid or deep space transfer location, far from the mainworld). Landing is a relief – but the crew cannot relax yet, the contract is only fulfilled once the cargo is unloaded and signed for. Unloading is supervised by a crewman skilled in Loader, even if local port-workers are doing the work. At E-class ports, the crew will be unloading the ship themselves. Once a local representative of the client signs for the cargo, the contract is fulfilled.

Piloting Tasks

Docking at a station, or landing at a starport are critical phases of the mission that are entirely in the hands of the pilot. In normal conditions, he makes a Routine (+2) Pilot roll to successfully dock or land. If the docking station is not responding for some reason (Power out? Alien infestation?) or the starport is non-existent (a class X port), then the difficulty increases to Average (0). There may be atmospheric problems, due to extreme weather, or the atmosphere type may be type B or C, in which case there will be a penalty DM of -2. Failure normally indicates the pilot exceeded ICO tolerances, and is subjected to a corporate fine (which the company translates as a penalty to the crew's bonus by way of a -5% overall reduction). Now if the ship was landing in bad atmospheric conditions or in the wilderness, away from any starport, that penalty might be accompanied by a Ship Malfunction (see **Chapter 10 – Encounters**).

Chillin' Out

Companies typically mandate some enforced 'down time' at this point. The crew may be on a rock, next to a colony of 200 miners, but the accepted practice is to provide two or three days leave to get off the ship, mingle with the locals, 'explore', 'make friends' and have a few drinks. This enforced recreation was recommended by the ICO after noticing that crews who simply took off and left after dropping a cargo began to suffer long-term psychological problems, exacerbated by the distance from Earth and the habitual non-life of hypersleep. These crews were described as being 'in the bubble', cut off from humankind, unconscious for 95% of their working lives and incredibly busy and stressed during their brief waking hours. They became obnoxious, intolerant and impatient to the point of violence when they did mix with people. They were continually on-edge and stressed. The stop-overs also allow ship systems to be checked, and routine maintenance and flight instrumentation checks to be carried out. But crews often get drunk, make friends, get into arguments, fall in love – in short, live a little. The ICO approves of this behaviour as long as no local laws are broken. All too soon the captain recalls the crew-members and the ship is prepared for take-off, either back to Earth, or on to another frontier star system where a new cargo is waiting to be transported on a journey to … who knows where?

COMMS & ENGINEERING

Do the engineers and the sensor operator have anything to do of significance during these routine operations?

Engineering Tasks

Routine Maintenance is carried out *prior to entering hyperspace*. This involves checking for anything that might malfunction, because while the crew are in hypersleep, they are powerless to fix the ship. If a serious problem is detected the mainframe computer will use repair robots to attempt a fix (if available), but in their absence (or if they fail), will follow protocol and disengage the hyperdrive, dropping the ship into normal space, and reviving the crew in order that they can fix the problem. Nobody wants that!

During transit to the hyperspace point the chief engineer makes a Routine (+2) Engineering roll. Up to two assistant engineers can help with this task, each providing a +1 DM if succeeding, or a -1 DM if failing their skill roll. Success means that the starship will *not* drop out of hyperspace due to technical issues. It also means that in the destination star system, if the Encounter result 'Ship Malfunction' comes up, the crew don't need to spend time diagnosing the problem and they receive an automatic +2 to fix the malfunction.

Sensor Ops Tasks

Routine tasks carried out by the sensor operator include contacting Local Traffic Control, announcing flight intentions, asking for clearances to land, dock or enter orbit, and also include conducting routine sensor sweeps as the starship moves through real-space. These tasks do not require dice rolls.

A task roll is, however, required when emerging from hyperspace. The sensor op must use the ship's scanning equipment to determine its exact location, before corrective burns need to be made to ensure that the ship is on course to the system's mainworld (or whichever planet is the destination). This is a Routine (+2) Comms roll that takes 10 minutes. Failure means a retry taking one hour. Another failure means that scans are not available, and that the normal coast toward to the mainworld will unfortunately cost an additional +1 Burn.

During encounters in real-space, the sensor op will have many opportunities to make significant Comms skill rolls: identifying starship types or names and calculating their trajectories and getting to the bottom of several mysteries that appear on the Space Encounters table.

GAS GIANT REFUELLING

Refuelling far from Earth or far from a fully-equipped colonial starport may be required. Starships fitted with fuel scoops may dive into the upper atmosphere of a gas giant and fill their tanks with unrefined hydrogen. This is known as gas giant refuelling, or 'wilderness refuelling'. The star system must first have a gas giant present and the standard Universal World Profile provides this information. Once that has been established, the navigator can plot a trajectory from the hyperspace point of exit into the system, out to the gas giant, emerging into real space at speed directly toward the gas planet. This distance varies wildly from system to system.

Distance from nearest hyperspace point is 1D6 x 1D6 x 20 MKM

Once in orbit around the target gas giant, the pilot can attempt a close approach into the upper atmosphere. The fuel scoops are opened and everyone holds on! Meanwhile the engineer monitors the gas intake and fuel tank pressures throughout the manoeuvre. Scooping takes 1D6 hours. The pilot makes an Average Pilot roll to carry out this manoeuvre. Failure indicates a problem:

Task Effect	Problem and Solution
-1 or -2	Takes longer than it should; 1D6+2 hours
-3	Scoops damaged. Difficult Engineer roll (taking 1D6 hours) required to repair.
-4	High velocity winds. Ship suffers 1D6 damage and skimming must be abandoned for ½ day.
-5 or -6	Storm with severe down drafts. Ship suffers 1D6 damage every 15 minutes unless the pilot can make a Difficult Pilot roll each 15 minutes, to get the craft back into orbit. Skimming must then be abandoned for 1-3 hours.

Refining Fuel

Starships fitted with fuel processing equipment can refine the unrefined fuel they might have bought, taken on-board by skimming a gas giant or pumping on-board melted water ice or ocean water. This equipment turns the water or raw gases into liquid hydrogen. Water can be cracked using electrolysis which uses electricity to split the water into hydrogen and oxygen. The oxygen goes into the life support system, the hydrogen must be purified. The liquefaction process requires clean hydrogen and several cycles of compression, liquid nitrogen/helium cooling, and then expansion. Gases skimmed from a gas giant are always contaminated with other constituent gases including helium, ammonia, sulfur, methane and water vapor; these must be filtered out before the hydrogen can be purified and liquefied. Hydrogen only remains a liquid under high pressure, and at below -272ºC. A starship's fuel processors can convert 20 tons of water or skimmed hydrogen gas, per ton of machinery, per day. Ten tons of installed processors, for example, can convert 200 tons of unrefined fuel into refined fuel, *per day*.

THE BONUS SITUATION

Commercial spacers do not typically receive a monthly salary. Instead, to encourage fast turnarounds, efficiency and speed, crews are awarded a nominal mission payment for the completion of a mission, with a hefty bonus added on. For the player characters, the mission payment will be $1000 per mission – now you can see why we call it 'nominal'. In fact, the rest of the commercial spacing industry pay their officers different amounts depending on rank. See the Mission Payments table. We don't recommend this for a group of player characters because they may have come from other careers and may not even hold commercial shipping ranks. Pay them all $1000 and be done with it.

MISSION PAYMENTS

Rank	Payment ($)
Captain	2000
First Officer	1200
Second Officer	1100
Third Officer	1000
Fourth Officer	900
Crewman	600

The bonus varies in value from contract to contract, depending on the distance traversed, the type of the starport the cargo is held at, the nature of the cargo and the negotiating skills of the starline's sales-people. The bonus can be randomized by the referee using rules below. It is awarded as a lump sum to the crew on completion of the mission, to be divided as the captain sees fit. Nearly all split the bonus equally between all of the crew-members. This 'share' is of course added to the starline's nominal mission payment. Bonus payments are awarded only after the cargo consignment is signed over to a third party, and the evidence of this is received via FTL hyperwave communications back at the company HQ on Earth. The statutory mission payment is also received at this time once the flight is completed, whether or not the cargo was damaged, destroyed, lost or stolen.

Bonus Base Figure is: $2000 x Distance in Parsecs

Modify this with a 2D6 roll on the Bonus Modification table if desired.

BONUS MODIFICATION

2D6	Bonus Modification
2	70%
3	75%
4	80%
5	90%
6	100%
7	100%
8	100%
9	110%
10	120%
11	125%
12+	130%
High Value Cargo	+2
Medium Value Cargo	+1
Low Value Cargo	0
Commander has Broker Skill	+1

High Value Cargoes: fusion reactor parts, radioactives, computer equipment, vehicles and out-sized cargoes, etc.

Low value Cargoes: bulk raw materials, construction parts, chemicals, consumer goods, food supplies, medical supplies, etc.

Medium Value Cargoes: everything else!

Example: *Let us say that the crew have been contracted to haul a shipment of agricultural machinery to Tau Ceti, in*

the Near Earth Zone, 4 parsecs away. This gives us a base payment figure of 4 x $2,000 or $8,000. We roll on the Bonus Modification table with a result of 9+1 (the agri-machinery is medium value) for 10. The bonus is modified to $9,600. This would be split between (let us say) 7 crew-members for a bonus share equalling $1,371. Add on that mission payment of $1,000 and that increases to $2,371. If the mission had been out to HN Pegasi, 14 parsecs distant, in Extraction Zone 6, that would have been a $33,600 bonus for $5,800 each. Of course the run to Tau Ceti only takes around 9 or 10 days. The trip out to HN Pegasi takes just over three-and-a-half weeks.

Of course the bonus situation may be in question should the crew not arrive when expected, or if the cargo is damaged, destroyed or missing. By how much will the client reduce their bonus?

OTHER TOPICS

Airlocks

A ship typically has 2-5 airlocks. The average airlock is large enough for three people in vacc suits to pass through at the same time and takes six seconds to cycle. Under normal circumstances, airlocks are unlocked and unpressurized to enable rescue crews access to the ship. Piracy is a rare occurrence in the **HOSTILE** setting. Airlocks can be locked from the bridge which means they will then require an Engineering or Mechanical roll to override. An unlocked airlock can be triggered from outside. Airlocks generally have vacc suits and zero-G tools in a suit or EVA locker nearby. More detail on airlocks is provided in the **HOSTILE Setting** book.

Open a locked airlock: Engineering or Mechanical, 1D6 minutes, Difficult (-2)

Failure to open indicates the task can be attempted once more, although after that the airlock stubbornly refuses to open.

Distress Signals

According to Interstellar Commerce Organisation (ICO) regulations, all registered vessels must be fitted with a transponder which continually broadcasts the ship type and registration. Transponders are sealed and tagged to dissuade tampering or attempts to turn them off for nefarious purposes. Enterprising criminals are able to bypass the seals and switch off the unit. When the ship is in trouble the crew may set the transponder to transmit a distress signal, the ship's computer may also initiate this signal.

Switch-off transponder: Computer, 1D6 hours, Very Difficult (-4)

Reprogram transponder: Forgery and Computer, 1D6 days, Very Difficult (-4)

Failure to reprogram indicates the task can be attempted once more, although if that fails too, the transponder is effectively immune to reprogramming.

A distress signal indicates that a person or group of people, vessel, small craft, or other vehicle is threatened by grave and imminent danger and requests immediate assistance. The use of distress signals under other circumstances is against international law; in fact, most nations have large penalties for false distress signals. Given the vastness of interplanetary space, help is hard to come by. Therefore, most governments mandate that the commander of any vessel that detects a distress signal is legally obligated to either respond and offer assistance or contact the authorities to report the signal. In the event that the commander of a vessel is unable or unwilling to respond to such a call, they are required by law to officially log their reason for not doing so. Such crews will suffer a severe penalty to their end of mission bonus share (as decided by the referee).

Docking

Two spacecraft may dock if they are close together and neither ship attempts to resist the docking manoeuvre. Many airlock designs across interstellar space are compatible; for incompatible airlocks, ships extend flexible plastic docking tubes that adapt to the target airlock. These 'shirt-sleeve environment' umbilicals may also be used by ship captains who may not want to physically dock with another ship.

Docking with another vessel: Pilot, 1D6 minutes, Routine (+2)

If one ship is drifting or unpowered, the difficulty rises to Average (0)

Attach umbilical: Loader, 1D6 minutes, Routine (+2)

Boarding

Boarding an unresponsive ship is as easy as docking with it and opening the airlocks. If the ship is actively attempting to avoid being boarded by manoeuvring, the prospective boarders must match the target's velocity and dock with it (as above) but this is now a Difficult (–2) task. If this fails, the boarders must resort to landing on the hull in vacc suits to use an airlock or cut through from outside (using a hand welder or blasting with C-4 plastic explosive).

Use a zero-G thruster unit to land on a moving ship: Vacc Suit, 1D6 minutes, Average (0)

Failure indicates being left behind by both ships. Up to two vacc-suited people may be tethered to a character attempting this task.

Cut through ship hull: Mechanical, 1D6 kiloseconds (15 mins), Routine (+2)
If the ship is armoured, the task is Average (0). Note that hand welders carry only 30 mins of fuel. Additional personnel can assist.

Blast through ship's hull with C-4: Demolitions, 1D6 minutes, Average (0)

Failure indicates firing problems; re-set the explosives for another attempt.

Radio Communications

Standard communication suites on spacecraft, stations and planetary installations allow for radio and laser communications system wide. Radio transmitters are capable of narrow and broadband transmissions whilst long-range laser communication rigs require precise target location data to connect. Trafficked systems have linked satellite networks to facilitate regular comms. Commercial comms gear permits operations on a number of approved frequencies and emergency bands while restricted frequencies are utilized by military and private entities. All such comms traffic is of course at light-speed only with the associated delays at interplanetary distances: 6 minutes per 10 million km.

Faster-than-light (FTL) comms (both sending and receiving) using a hyperwave transceiver

is possible both while the ship is in hyperspace and when it is in 'real space'. Communication on the Network takes 1 parsec per day. Hyperwave bandwidth is small, however, allowing only a short burst of text (200 characters maximum; without spaces), much like an ancient telegram. Most starlines and other ship operators cut even this down considerably!

Salvage

Salvage can be a lucrative occupation for roughnecks or commercial spacers who might recover derelict ships or pick through space wrecks. It is illegal to salvage a ship that is in stable orbit and emitting a standard transponder signal. A salvageable ship is a derelict, abandoned without hope, drifting without control or in an unstable orbit. Lloyds of London offer an Open Form salvage agreement (an LOF) whereby a starline can contract a salvage crew to recover a stricken starship; it is a 'no-cure-no-pay' contract where the salvors receive nothing if the ship cannot be recovered. If successful, however, the salvage crew can expect to receive a reward of 2D6% of the ship's list price; they will be paid in a number of months equal to double the percentage rolled. A military space force will pay a finder's fee for one of their ships equal to 0.2% of the ship's worth in around 2D6 months. Note that considerable work to repair a stricken vessel may have to be carried out on-site.

When dealing with wrecked ships that are on record as having been 'lost' and 'unrecovered' by the owners (i.e. their insurance companies have fully remunerated them), the salvors can strip whatever assets they can from them, although the referee must first decide which systems survive undamaged (hyperdrive, computer, medbay, etc.). A ship system has a basic value equal to 2D6% of its cost value (see Starship Construction in the **HOSTILE Setting** book), and takes a number of work-days equal to 10% of the component's tonnage (ship electronics and computers have a default tonnage of 4 tons for this). Example: The powerplant of a Hercules tow-ship is 450 tons and costs $1,125M. It takes 45 days to decouple, disassemble and manoeuvre the gigantic powerplant into the salvage ship's cargo bay and nets them (roll 2D6 for 8 = 8% of the cost) $90M. Often, salvage crews aim for smaller, easier systems to remove, or decide to strip parts instead.

Even wrecked or destroyed systems can be salvaged, this is done by stripping out individual components. Stripping out components takes a tenth of the time of removing a full system and reaps a reward of 0.1% of the system's cost. Taking components from a wrecked Hercules powerplant, for example, takes 4 days and reaps a reward of $1.26M.

The supplement **Colonial Freighter** details in full a salvage variant that is capable of transporting many hundreds of tons of salvageable material. It includes four EVA workpods for cutting up the derelict. The Hercules towship also makes useful salvage vessel, particularly when it comes to recovering a stricken ship.

Salvage crews might be part of a crew syndicate that is paying the mortgage on a starship, with the proceeds of a salvage job going to pay it off. That certainly explains what the crew does with all of that money! Each month the crew might draw a salary of $8,000.

STARSHIP COMBAT 7

The space lanes are peaceful, commercial traffic safely goes about its business - but there are warships operated by the US Space Command, the Royal Air Force, the Japanese Aerospace Defence Force and the Deutsche Raumwaffe.

Cross border conflict occurs sporadically and the on-going conflict on Tau Ceti regularly sees the USSC and JADF coming into conflict. Of course these forces must maintain the peace in their respective zones, dealing with hijackers, terrorists, rebellions and clone uprisings.

These rules for starship combat presented here are designed to allow for more roleplaying and involvement of the characters. Movement and manoeuvring are abstracted to allow for cinematic battles as space vessels attempt to manoeuvre into a position of pursuit and advantage against their opponents, or frantically try to shake pursuit. The chapter ends with a fast-play alternate system

FUNDAMENTALS

Time

Space combat typically occurs in approximately **15-minute rounds**. This time accounts for weapon recharge cycles and long-range missile travel, as well as emergency repairs. Each round, every crew member may take **one action**, as detailed below. This means that crew members staffing two posts – such as a pilot also serving as a captain – must choose only *one* post they are filling in each round. This is the main reason most larger ships, and all military vessels, have a dedicated captain and specialized personnel for each crew position.

Distance

Ships typically fight at a range of several thousand, or tens of thousands, of kilometres. Distance is tracked by a simple range band system, with ships moving closer or further away based on their Advantage (see below). Space Combat Ranges are:

Band	Distance	Example
Close	< 10 km	Visual, docking
Short	10 – 1250 km	Low orbit
Medium	1250 km – 10,000 km	Same hemisphere of a planet
Long	10,000 km – 50,000 km	High orbit, transiting planetary space
Very Long	50,000 km – 500,000 km	Out to a planetary moon
Distant	Beyond 500,000 km	Break-off, cannot lock-on or target

Detection

In **HOSTILE**, it is easy to spot moving objects in space. In a single round, all ships can be detected within 1 million km as an unidentified moving and powered contact. Their presence and vector can be tracked, but no other data can be collected without conducting a sensor scan (or picking up the ship's radio transmissions – if any). Civilian ships will be broadcasting an ICO transponder signal that automatically identifies them, unless the ship's power is disabled or the transponder turned off illegally. Military vessels can switch off their transponders in order to 'run silent' and remain anonymous, when needed. To identify a contact it must be within Very Long range or less; make an Average (0) Comms roll and add the ship's Sensor DM (if positive). Once identified, the class of ship and its owner will be known - the ship can be targeted by the weapons operator. If it later moves beyond Very Long range, it is still identified on the scope, but can no longer be targeted.

ADVANTAGE

There is no initiative to track in space combat, instead ships use Advantage to jostle for the most advantageous range. Each space combat round, the opposing ships' pilots throw 2D6 + Pilot + the ship's manoeuvre drive acceleration. The winner of this opposed throw has Advantage and may move closer or further away from the enemy ship by **one range band**. It may want to get to Short range to use its pulse lasers or out to Long Range to effectively use its particle beam weapon. At the wrong range a weapon attack suffers DM -2. Vessels with disabled manoeuvre drives automatically lose Advantage. The battle ends either when one participant is disabled or destroyed, or if one participant disengages by moving to Distant range.

SPACE COMBAT CHECKLIST

1. Referee decides on general skill level of enemy crew, level-0, 1, or 2.
2. Referee declares the initial distance between the two ships.
3. Advantage is rolled (2D6 + Pilot + Ship Thrust); winner decides to increase or decrease range. At Distant range, combat ends.
4. New range declared
5. Players formulate a plan of action.
6. Whilst players plan, the referee makes rolls for the enemy crew *except* weapons operators (they act on phase 8 and 9).
7. Each player character selects a task or other roleplaying activity, to carry out.
    a. Check Captain
    b. Check Navigator
    c. Check Pilot
    d. Check Sensor Operator
    e. Check Engineer
8. Weapon Operators roll for CML launch and Point Defence.
9. Weapon operators roll to Fire Directed Weapons and Launch Missiles/AKVs.
10. Missiles/AKVs from the previous round reach their target.
11. Damage inflicted to both ships is adjudicated.
12. Return to step 3 (Advantage), remembering to carry any modifiers created by the crew's rolls in the last turn.

Weapon System	Optimal Range	Damage
Pulse Laser	Short	1D6+2
Beam Laser	Medium	1D6
Railgun Barbette	Short	3D6
Railgun 50-ton Bay	Short	4D6 (4-shot burst)
Railgun 100-ton Bay	Short	5D6 (10-shot burst)
Particle Beam 50-ton Bay	Long *	6D6
Particle Beam 100-ton Bay	Long *	9D6
SRAM Missile Rack	Any	1D6 (2D6 nuclear)
SRAM 50-ton Bay (x12)	Any	1D6 (2D6 nuclear)
SRAM 50-ton Bay (x24)	Any	1D6 (2D6 nuclear)
AKV Barbette Launcher	Any	4D6 (6D6 nuclear)
AKV 50-ton Bay (x3)	Any	4D6 (6D6 nuclear)
AKV 100-ton Bay (x6)	Any	4D6 (6D6 nuclear)

* Cannot fire at Short Range or Less

CHARACTER ACTIONS

Each character may act once in each combat round. There are five important positions aboard a ship: Captain, Pilot, Navigator, Sensor Operator, Weapons Operator and Engineer, each with its own actions. There may, of course, be multiple characters acting as gunners or engineers. No matter how large or small the crew of a ship is, during a combat situation, all hands are working and can take actions

Captain Actions

The ship's captain may engage in the following actions:

Inspire Crew: Make an Average (0) Leader roll. If successful, gain a pool of positive DM points equal to the Effect (minimum 1) that the captain may distribute as they see fit for the next round. For example, a roll of 12 generates a pool of 4 points, which can be given to one crewmember for a DM+4, or to four separate crewmembers, for a DM+1 each.

Navigator Actions

The ship's navigator may act as follows:

Plot Jump: Plotting a hyperspace jump requires the ship be at or near a hyperspace point and takes a number of space combat rounds equal to 6 – (Navigation Skill). It is also possible to plot a jump faster, but this imposes a DM-2 per round reduced, to a minimum of 1 round. A failed throw means that the Average (0) hyperspace jump must be plotted again. Example: *A crewman with Navigation-3 skill can plot a jump in 6 – 3 = 3 combat rounds. If they want to reduce that by two rounds, they may, albeit at a DM-4 penalty on the Plot Jump roll.*

Outmanoeuvre: The navigator makes a Difficult (-2) Navigation roll. If successful, apply a DM+2 to the ship's next round's Advantage throw.

Pilot Actions

The pilot may also engage in the following actions, in addition to the Advantage throw:

Attack Vector: The pilot may make an Average (0) Pilot roll and apply the Effect to a single weapons operator's attack throws for the round. If the Effect of the throw is 2 or greater, the pilot may distribute the Effect 'points' as +DMs to various gunners.

Dock: Docking is only possible with a friendly ship, or with an enemy ship without a functional manoeuvre drive. You may not dock with an actively manoeuvring enemy ship. See the section on Docking in the last chapter.

Evasive Manoeuvres: The pilot attempts a Very Difficult (-4) Pilot roll, with a positive DM equal to the ship's available manoeuvre drive Thrust. On a success, apply a negative DM equal to the Pilot's skill (to a maximum of DM-3) to all incoming salvos of missiles or AKVs. This does not require the pilot's ship to have Advantage.

Sensor Operator Actions

The ship's sensor operator may act as follows:

Jam Sensors: Electronic warfare can blind the sensors of an attacking vessel. Make an Average (0) Comms roll against one enemy vessel, add the ship's sensor DM if positive and subtract the enemy ship's sensor DM (if positive). If successful, the target of the jamming suffers a DM equal to the skill level of the sensor operator (to a DM-3 cap) to any attack throw made against the jamming ship. This is cumulative with a pilot's Evasive Manoeuvres.

Identify Contact: Make an Average (0) Comms roll to identify a vessel within Very Long range; this is modified by the ship's sensor DM (if positive) and by the presence of any stealth coating on the enemy ship's hull (DM-4).

Target Location: Make a Difficult (-2) Comms roll. If successful, a weapons operator in the crew may choose to target a specific location or ship's system on the enemy ship with a single attack. If that weapons operator's next attack is successful and does damage it strikes the location specified by the sensor operator.

Engineer Actions

The ship's engineer(s) may act as follows:

Damage Control: Perform emergency repairs of damaged systems and breaches. Multiple characters with this skill may perform damage control at the same time, each on a different system. Make an Average (0) Engineering, Electronics or Mechanical roll to either repair a *damaged* system or to jury-rig a single *disabled* system back into operation. Success temporarily repairs one hit on the system. The symptoms of the damage inflicted will reappear in 1D6 hours.

Repair Robots: Make one combined Average (0) damage control roll per combat round.

Overcharge Weapon: The engineer can disable the safeties on a laser or particle weapon for extra damage. Make an Average (0) Mechanical roll to boost that weapon's damage rating by +1. This is temporary only until the end of the combat when it requires 1-6 hours to cool down.

Redline Engines: The ship's chief engineer can attempt to make an Average (0) Engineering roll. On a success, the ship's thrust increases by 1G for the one round only (especially useful during the Advantage throw).

Weapons Operator Actions

Each weapons operator may take one of the following actions – one action per weapon in the turret they control:

Fire Directed Weapons: Make an Average (0) Gunnery roll to hit a target with a directed weapon such as a laser, particle beam or rail gun that they control. Roll once for an entire turret if all its weapons are the same type, this provides a DM+1 for a double turret and +2 for a triple turret. Add these DMs to the damage inflicted if successful. All directed weapons in a turret must attack the same target. If the enemy ship is NOT at the weapon's optimal range, suffer a DM -2.

Launch Missiles or AKVs: The weapons operator can launch one individual missile or AKV (Autonomous Kill Vehicle), although when fired in salvoes, the attack can overwhelm the defences of an enemy ship. A salvo can be 2 missiles from a double turret, 3 from a triple turret, or either 4 or 6 missiles from a missile bay. Bays can fire as many salvoes as they like in one round, provided it holds enough missiles. Select the salvo to be launched to gain a DM to overcome the enemy ship's defences, and then make a Routine (+2) Gunnery roll before the launch to lock the missiles on to their target. If being jammed by the target ship, the lock-on roll suffers a DM equal to the skill level of the sensor operator (to a DM-3 cap). Failure to lock prevents launching but keeps the missile intact (and an attempt can be made to launch them again in future rounds).

Missiles in Salvo	Attack Modifier
1	0
2	+1
3	+2
4	+3
6	+4

Missiles and AKVs can ignore the range penalty but are vulnerable to both point-defence fire and countermeasure launchers (CMLs). Missiles will hit their target the *next* round after their launch, allowing the enemy ship to target the missile with point-defence and the launch of CMLs, if desired. On the round the salvo reaches its target, make an unmodified 6+ roll to hit, add the salvos DM, as well as any penalty provided by the enemy's CMLs, point

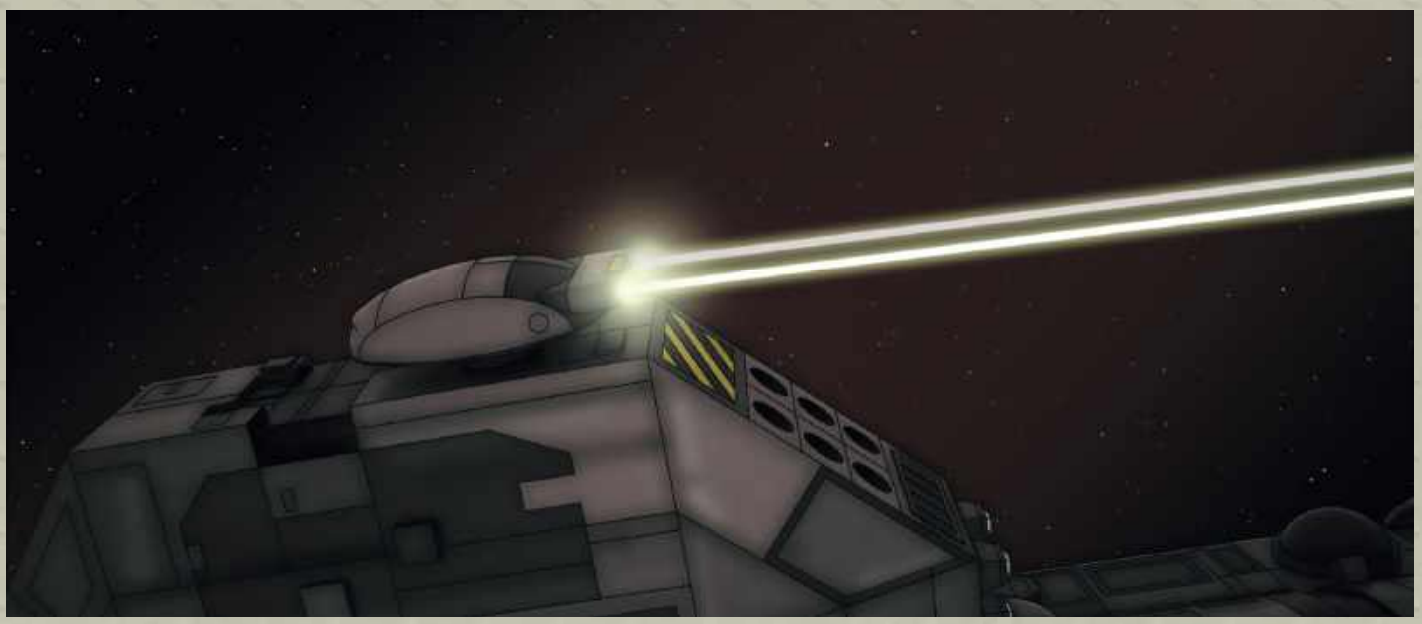
defence or Evasive Manoeuvres. Smart missiles may retry this throw once more in the following round. For each successful salvo strike, roll damage for one missile or AKV, but add the Salvo Attack Modifier to the roll (double the modifier for an AKV hit).

Point Defence: At the beginning of each round, the defender decides how many, if any, laser weapons will be dedicated to point defence to shoot down incoming enemy missiles or AKVs. This applies a negative DM to the salvo's attack roll, per the accompanying table. One weapons operator should be in charge of point defence and make a single Average (0) Gunnery roll for all dedicated weapons. If successful all weapons are brought to bear, if unsuccessful then some weapons cannot be used and the DM is reduced by one level. Example: *the crew of a patrol ship dedicate 6 beam lasers (two triple turrets) to point defence. As a salvo of 6 missiles arrives, the weapons operator (Gunner-1) rolls 5 + 1 (skill) + 0 (difficulty) for 6. That is a failed roll, and instead of providing DM-3 that round, point defence fire only provides a DM-2 (a reduction of 1 level).*

Number of Point Defence Laser Weapons	DM to incoming missiles
1	-1
2-4	-2
5-7	-3
8+	-4

Launch CML: Make a Routine (+2) Gunnery roll. If successful, all incoming laser and particle beam fire from a single target suffer a DM-2 to hit. This is caused by disruption from the countermeasure launcher's load of anti-laser and anti-radiation chaff, dispersing for one round as a cloud surrounding the ship. Each CML can block fire from one ship, so a double or triple CML turret can help the ship defend against multiple threats at once. Note that this modifier does not stack; each ship can be affected only once by a given target's CML clouds.

Note: Weapons mounted on a fixed mount cannot be used to attack unless the vessel has Advantage. Each weapon within a given turret can only be used once per combat round, but the weapons operator may fire all or part of the weapons in the same turret at the same round. In a triple turret, for example, a weapons operator can fire all three weapons every turn – so the actions are not per weapon, but per turret.



CREW ACTIONS SUMMARY

Captain

Support Crew: Av (0) Leader roll. Use Effect points (min 1) to distribute to crew for the next round.

Navigator

Outmanoeuvre: Diff (-2) Navigation roll, gives DM+2 next Advantage roll.

Pilot

Evade: V/Diff (-4) Pilot roll (+Ship Thrust), reduces enemy missile attacks by Pilot skill this round.
Attack Vector: Av (0) Pilot roll, gives bonus points to distribute to gunners equal to Effect.

Sensor Ops

Jam Sensors: Av (0) Comms roll (add difference in sensor DMs), reduces enemy attacks by Comms skill this round.
Target Specific Location: Diff (-2) Comms roll to allow a weapon operator to select a system to aim for on enemy ship.

Engineer

Damage Control: Av (0) Engineering or Mechanical roll to temporarily repair a damaged system.
Overcharge Weapon: Av (0) Mechanical roll to boost a laser or particle gun by +1, till end of combat.
Redline Engines: Av (0) Engineering roll to increase Thrust by 1G for one round.

Weapons Operator

Fire Weapon: Av (0) Gunnery roll; +1 double turret, +2 triple turret, -2 if not at optimal range.
Launch Missiles/AKV: Roll (+2) Gunnery roll to lock salvo on, - enemy jamming. Hit next round, on 6+ (add salvo DM).
Shoot Down Missiles: Av (0) Gunnery roll to inflict a DM penalty on the missile attack roll. Failed roll reduces DM by 1.
Launch CMLs: Ro (+2) Gunnery roll which inflicts a DM-2 on incoming laser/particle beam attacks that round. Each CML blocks against one enemy ship.

TAKING DAMAGE

Armour

Subtract the ship's armour from the damage rolled by the weapon. The resulting value is checked on the Starship Combat Damage table.

STARSHIP COMBAT DAMAGE

Weapon Damage Sustained	Hull Point Reduction	No. of Rolls on Component Damage Table
0 or less	-	No damage
1–4	-	1
5–6	1	1
7–8	2	2
9-16	6	2
17–24	10	3
25–32	18	3
33–40	30	4
41+	42	4

Hull Points

Next, reduce the ship's Hull value by the value directed on the Starship Combat Damage table. If Hull points reach 0 the ship's hull is compromised, it can only achieve 0.5 G acceleration, it can only make Difficult (-2) take off or landings, and cannot skim fuel from a gas giant. This damage cannot be repaired without a major overhaul. Further Hull hits are subtracted from Structure. If Structure points reach 0 the ship breaks apart and is instantly destroyed.

Ship Components

Each successful strike on a ship will affect a ship system, consult the Starship Combat Damage table to determine the number of component hits inflicted. Then roll on the Ship Component Damage table for each hit. Small craft use the Small Craft column. Nuclear weapons also cause radiation damage. If a ship is hit by a nuclear weapon that inflicts damage of any kind, also roll on the Radiation Hits table (p. 145) and immediately apply the results.

SHIP COMPONENT DAMAGE

2D6	Starship Hit	Small Craft Hit
2	Breach	Breach
3	Power Plant	Power Plant
4	Hyperdrive	Hold
5	Weapon	M-Drive
6	Manoeuvre Drive	Small Craft Fuel
7	Fuel	Manoeuvre Drive
8	Hold	Crew
9	Crew	Weapon
10	Sensors	Sensors
11	Armour	Armour
12	Bridge	Cockpit

Hit Descriptions

The following is a description of ship system hits. Note that if a system is destroyed, any further hits on the same system have no further effect.

Armour
Reduce the ship's armour by one. If the ship's armour is already 0, then this counts as a 1 point Hull hit.

Breach
The ship suffers a major hull breach and is exposed to vacuum. If there are multiple sealed compartments aboard the ship, each Breach hit depressurizes one compartment.

Bridge
The bridge is hit.
First Hit: the crew suffers a Crew Hit (see below).
Second Hit: bridge disabled; Captain, Pilot, and Nav/Sensor Ops actions are impossible until the bridge is repaired and Gunnery throws suffer DM-1. The crew suffers a Crew Hit (see below).
Third Hit: bridge irreparably destroyed, and each bridge crew member suffers 4D6 damage.

Crew
1D6 crew members or passengers suffer 2D6 damage.

RADIATION HITS

1D6	Radiation Hit
1	Lucky escape – no radiation damage
2	Crew Radiation
3	Crew Radiation
4	Sensors
5	Crew Radiation
6	Critical Crew Radiation

Crew Radiation
1D6 crew members or passengers suffer 2D6x5 rads.

Critical Crew
All crew and passengers suffer 3D6 damage.

Critical Crew Radiation
All crew and passengers suffer 3D6 x 20 rads.

Fuel
The fuel tank is hit.
First Hit: 10% of the total fuel tankage is destroyed.
Second Hit: 25% of the total fuel tankage is destroyed.
Third Hit: All fuel tankage destroyed.

Hold
The cargo hold is hit.
First Hit: 1Dx10% of the cargo is destroyed.
Second Hit: 1Dx10% of the remaining cargo is destroyed.
Third Hit: the cargo hold and all its contents are destroyed.

Hyperdrive
The ship's hyperdrive is hit.
First Hit: Average (0) Engineering roll required to enter hyperspace.
Second Hit: hyperdrive disabled.
Third Hit: hyperdrive irreparably destroyed.

Manoeuvre Drive
The manoeuvre drive is hit.
First Hit: halve the ship's remaining thrust (round down).
Second Hit: manoeuvre drive disabled. The ship is adrift and will always lose Advantage.
Third Hit: manoeuvre drive irreparably destroyed.

Power Plant
The power plant is hit.
First Hit: halve the ship's thrust and hyperdrive rating (round down).
Second Hit: power plant disabled. Ship on emergency power. Energy weapons fire is impossible.
Third Hit: power plant irreparably destroyed.

Sensors
The sensors are hit.
First Hit: –2 DM to all Comms checks to use sensors.
Second Hit: Sensors are disabled preventing the ship from making Comms checks for using sensors and on making attacks on targets beyond Close range.
Third Hit: Sensors are destroyed.

Small Craft Fuel
The fuel tank is hit.
First Hit: Minor fuel leak, losing 1D tons of fuel.
Second Hit: 50% of fuel is lost.
Third Hit: Fuel tankage destroyed.

Weapon
A random weapon (turret or bay) is hit.
First Hit: all further attacks with the weapon suffer DM-2.
Second Hit: weapon disabled.
Third Hit: weapon irreparably destroyed.

REPAIRING DAMAGE

A jury-rigged system (where an engineer successfully carries out damage control and gets a disabled system back on-line) will fail within 1D6 hours. After that, the system requires full repairs. Make an Average (0) Engineering roll to repair a damaged system; this takes 2D6 hours and requires 0.02 ton of spare parts per ton of repaired system. A successful throw returns the system to full function. A failed throw may be repeated but will require additional spare parts and multiply the time taken by x 5. Difficulty is increased to Difficult (-2). Replacing a destroyed system requires a shipyard and costs 2Dx10% of the system's original cost.

FAST-PLAY SPACE COMBAT

Although the space combat rules are quick to use and focus more on character actions than wargaming strategy, the referee and players may want something even faster in order to focus more on planetary adventures and interpersonal conflicts. For those players, use the following simple system.

Players Evade: For a ship wanting to escape an attack, throw 2D6 for a 10+; add Navigation skill to this throw. If this escape attempt fails, then roll 8+ to avoid being hit by incoming laser or missile fire; add Pilot skill to this roll. Alternate between these two task rolls until the ship escapes or is hit. Add a DM here or there to simulate pursuit by a fighter, or attack from a heavy missile barrage, etc. If the ship is hit then roll 2D6, on a result of 5-12 it is crippled and may be boarded, on a result of 2-4 then the craft is destroyed and must be abandoned.

Players Pursue: If the player's starship is attacking another vessel, then make the same set of rolls on behalf of the fleeing ship.

Players Stand and Fight: For those times when two ships go toe to toe in a stand-up space battle, then let both sides roll 2D6 to avoid being hit as above. Add a DM here or there to simulate pursuit by a military cruiser, or attack from a heavy missile barrage. Skip the attempt to escape task. This system requires some adjudication and improvisation - err on the side of drama and fun!

SHIP COMBAT DATA SHEET

Band	Distance	Example
Close	< 10 km	Visual, docking
Short	10 – 1250 km	Low orbit
Medium	1250 km – 10,000 km	Same hemisphere of a planet
Long	10,000 km – 50,000 km	High orbit, transiting planetary space
Very Long	50,000 km – 500,000 km	Out to a planetary moon
Distant	Beyond 500,000 km	Break-off, cannot lock-on or target

Weapon System	Optimal Range	Damage
Pulse Laser	Short	1D6+2
Beam Laser	Medium	1D6
Railgun Barbette	Short	3D6
Railgun 50-ton Bay	Short	4D6 (4-shot burst)
Railgun 100-ton Bay	Short	5D6 (10-shot burst)
Particle Beam 50-ton Bay	Long *	6D6
Particle Beam 100-ton Bay	Long *	9D6
SRAM Missile Rack	Any	1D6 (2D6 nuclear)
SRAM 50-ton Bay (x12)	Any	1D6 (2D6 nuclear)
SRAM 50-ton Bay (x24)	Any	1D6 (2D6 nuclear)
AKV Barbette Launcher	Any	4D6 (6D6 nuclear)
AKV 50-ton Bay (x3)	Any	4D6 (6D6 nuclear)
AKV 100-ton Bay (x6)	Any	4D6 (6D6 nuclear)

* Cannot fire at Short Range or Less

STARSHIP COMBAT DAMAGE

Weapon Damage Sustained	Hull Point Reduction	No. of Rolls on Component Damage Table
0 or less	-	No damage
1–4	-	1
5–6	1	1
7–8	2	2
9-16	6	2
17–24	10	3
25–32	18	3
33–40	30	4
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SHIP COMPONENT DAMAGE

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3	Power Plant	Power Plant
4	Hyperdrive	Hold
5	Weapon	M-Drive
6	Manoeuvre Drive	Small Craft Fuel
7	Fuel	Manoeuvre Drive
8	Hold	Crew
9	Crew	Weapon
10	Sensors	Sensors
11	Armour	Armour
12	Bridge	Cockpit

SHIP COMBAT CREW ACTIONS SUMMARY

Captain

Support Crew: Av (0) Leader roll. Use Effect points (min 1) to distribute to crew for the next round.

Navigator

Outmanoeuvre: Diff (-2) Navigation roll, gives DM+2 next Advantage roll.

Pilot

Evade: V/Diff (-4) Pilot roll (+Ship Thrust), reduces enemy missile attacks by Pilot skill this round.
Attack Vector: Av (0) Pilot roll, gives bonus points to distribute to gunners equal to Effect.

Sensor Ops

Jam Sensors: Av (0) Comms roll (add difference in sensor DMs), reduces enemy attacks by Comms skill this round.
Target Specific Location: Diff (-2) Comms roll to allow a weapon operator to select a system to aim for on enemy ship.

Engineer

Damage Control: Av (0) Engineering or Mechanical roll to temporarily repair a damaged system.
Overcharge Weapon: Av (0) Mechanical roll to boost a laser or particle gun by +1, till end of combat.
Redline Engines: Av (0) Engineering roll to increase Thrust by 1G for one round.

Weapons Operator

Fire Weapon: Av (0) Gunnery roll; +1 double turret, +2 triple turret, -2 if not at optimal range.
Launch Missiles/AKV: Roll (+2) Gunnery roll to lock salvo on, - enemy jamming. Hit next round, on 6+ (add salvo DM).
Shoot Down Missiles: Av (0) Gunnery roll to inflict a DM penalty on the missile attack roll. Failed roll reduces DM by 1.
Launch CMLs: Ro (+2) Gunnery roll which inflicts a DM-2 on incoming laser/particle beam attacks that round. Each CML blocks against one enemy ship.

Number of Point Defence Laser Weapons	DM to incoming missiles
1	-1
2-4	-2
5-7	-3
8+	-4

Missiles in Salvo	Attack Modifier
1	0
2	+1
3	+2
4	+3
6	+4

RADIATION HITS

1D6	Radiation Hit
1	Lucky escape – no radiation damage
2	Crew Radiation
3	Crew Radiation
4	Sensors
5	Crew Radiation
6	Critical Crew Radiation

WORLD DATA 8

What might a high pressure world, super-Earth or waterworld be like? What are the implications for explorers and for colonists?

This chapter assists the referee with questions like this. Dice rolls are included should the referee wish to create a new zone of space (perhaps in the European, American or Japanese sectors).

An example of a Universal World Profile follows:

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This string of alphanumerics denotes (from left-to-right):

Name, Hex Location, Starport, Size, Atmosphere, Hydrographics, Population, Government, Law Level, Tech Level (in Cepheus Engine terms), Trade Codes, Gas Giant Presence.

NAME

In science fiction, worlds often have a descriptive name that is often used by the people who live there. Planets and moons occupied by humans are christened according to the type of planet, the mood of the settlers, or the bureaucratic stuffiness of the corporate authority. Surveyors meanwhile, routinely designate one rock, moon or planet in an unsettled system as a 'mainworld'. This lifeless world is given a codename by the ICO starting with 'L' for Limited Duration, followed by a single letter denoting the zone (New Concessions is V, Capella Extraction Zone is W, for example), and ending with a three-digit code representing the mapping hex within that zone, e.g. LW102.

HEX

The hex value refers to the location of the parsec that the world occupies. Each zone of space is divided into 80 hexes, arranged in eight columns of ten. Individual hexes are numbered; 0101, 0102, 0103 in the first column, for example. If designing a new zone, a world will be present in a hex on a 5 or 6, on a 1D6 roll.

STARPORT

Facilities for the landing, docking, off-loading, refuelling and maintenance of starships, are found across human occupied space. The bigger and more well equipped starports are found in the Core. To determine the world's starport class, roll 1D3 and add the world's Population value.

Starport Class		1D3 Roll	Fuel*	Annual Maint.	Shipyard Capacity	Max. Ship Size (tons)	Possible Bases
A	Excellent	-	R	Yes	Can construct starships and non-starships	100,000	USSC, MRA
B	Good	10-11	R	Yes	Can construct non-starships	60,000	USSC, MRA
C	Routine	8-9	UR	No	Can perform reasonable repairs	40,000	MRA
D	Poor	6-7	UR	No	None	20,000	MRA
E	Frontier	1-5	None	No	None	10,000	None
X	None	Pop 0	None	No	None	-	None

There are six categories of starport:

A Class Starport - Treat this like one of today's airport hubs, places like Chicago O'Hare, Dubai International and Heathrow. They are vast in scale, with the workforce and complexity of a small city. Hundreds of starships can be accommodated and both crews and passengers can spend time in hotels, restaurants, lounges and other entertainment facilities at the port. It can provide refined fuel, top quality maintenance facilities and a prodigious cargo-handling service. Ships can be bought and sold here, and new ships are being constructed at integrated shipbuilding yards. All A class starports include a high port, a huge space station in orbit that transfers goods, equipment and people between surface and orbit. Like any hub, ships leave here for less glamorous destinations, or ship passengers travelling longer distances between hubs. All interstellar shipping lines will operate at this type of port. The class A is busy, cosmopolitan, a high energy, non-stop transportation machine.

B Class Starport - The class B resembles an international airport that does not serve as a global hub. It will therefore be sited close to the colonial capital. It will have a shipyard capable of building non-starships and small craft and is able to provide refined fuel. There are good maintenance facilities present that can carry out starship maintenance if required. Nearly all class B starports include an orbital high port. The navigation aids, traffic control and emergency services are top notch and usually extremely reliable. There will be hotels and other leisure facilities at the port, though not quite as elaborate as those of a typical A class. A class B is often home to a shipping line, which uses the port as a base.

C Class Starport - The type C starport is small in size and has limited facilities, but most see a large and steady flow of traffic. This is probably the lowest class of port that can be 'depended on' to provide an efficient service, with class D and E ports being extremely hit and miss in quality and efficiency. Generally only unrefined fuel is available, but there are

repair yards that are able to address most maintenance issues. Traffic control and starship handling will be able to cope with several landings and take-offs simultaneously and crews can often expect to see hangers, as well as landing pads that are able to accommodate ships up to 40,000 tons. Some class C ports have an orbital high port, but these are not the floating cities of a class A hub, but simply docking stations able to provide fuel, repair and transfer facilities. Smaller shipping lines, might establish their operations centre at a type C, out of the way of the big hubs.

D Class Starport - The class D is the smallest landing facility that would be clearly recognisable as a starport. It is a minor port, with a handful of landing pads, a cluster of buildings and a very modest traffic control system. There will be a security fence surrounding the facility. Only unrefined fuel is available, and there are no repair facilities to speak of. Minor work might be carried out, but anything requiring major parts will need to be done off-world, or equipment and spares shipped in after a considerable delay. Class D ports are often established to serve a particular need, perhaps the shipping of mineral ores, or the importation of supplies for a colony or settlement.

E Class Starport – A landing pad or pads have been marked out or constructed and there will be radio contact with the local facility during the approach. There is no available fuel or repair capacity but there will probably be a navigation beacon and maybe landing lights. Remote mining stations often have E Class starports to enable regular supply shuttles to land. Basic cargo loading and unloading equipment may exist if the E Class serves a large industrial outpost.

X Class Starport – There is no starport and no facilities of any kind.

SIZE

The Size characteristic for most habitable worlds ranges from 0 to 10. There are also a large number of 'super-Earth's' orbiting near-by stars which are larger than Earth, but small than gas giants like Neptune. To create Size, first roll 1D6; on a 6 the world is a 'super-earth'. Roll 2D6+4 for a super-Earth, otherwise roll 2D6-2.

Digit	World Size	Surface Gravity (Gs)	Earth Radii	Earth Masses
0	800 km (typically an asteroid)	Negligible	-	-
1	1,600 km	0.05	0.125	0.002
2	3,200 km	0.15	0.25	0.016
3	4,800 km	0.25	0.375	0.053
4	6,400 km	0.35	0.5	0.125
5	8,000 km	0.45	0.625	0.244
6	9,600 km	0.7	0.75	0.422
7	11,200 km	0.9	0.875	0.67
8	12,800 km	1.0	1	1
9	14,400 km	1.2	1.125	1.25
10 (A)	16,000 km	1.5	1.25	2.5
11 (B)	17,600 km	1.8	1.375	3.75
12 (C)	19,200 km	2.0	1.5	5
13 (D)	20,800 km	2.2	1.625	6.25
14 (E)	22,400 km	2.3	1.75	7.5
15 (F)	24,000 km	2.5	1.875	8.75
16 (G)	25,600 km	2.6	2	10
SGG	Small Gas Giant (Neptune)	-	2-6	17.2
LGG	Large Gas Giant (Jupiter)	-	6+	1318.7

Density

Mainworlds are rocky or terrestrial worlds, like Mars, Venus and Earth, but could also be the moon of a gas giant. In general, the larger the world, then the greater its surface gravity will be. Surface gravity figures listed in the Size Table are typical, but could easily vary. The Jovian moon Ganymede, for example, has a density of around a third that of similar-sized Mercury and so it has a much lower surface gravity, 0.146 G compared to Mercury's 0.38 G. It is probably composed of an ice/rock mix. Some rock types like silicate are of a comparatively low density and worlds made up of these lighter rocks would have lower densities and lower gravities compared to similar sized worlds that contain metal-rich rocks. This game doesn't really deal with the variations in planetary densities, but the referee can look at the Atmosphere value for a clue. On a world with an Earth-like density, Size and Atmosphere should generally match up. On such planets, iron and other metals will be as abundant as they here.

A planet with a low Size but a Standard or Dense Atmosphere probably has a higher than average density, its higher gravity helps it retain the thicker atmosphere. Such a planet is likely to be iron-rich, a miner's dream, with plenty of iron and other useful metals to dig out of the ground. Conversely, a large world that can only cling on to a Thin or Very Thin Atmosphere has a lower than average surface gravity, pointing in turn to a much lower density. These low density worlds are likely to be metal poor - perhaps to the point that they are unable to sustain technological and industrial development. Very low density (silicate) planets will exist that bear virtually no useful ores of any kind. Of course large worlds, with more gravitational attraction may attract a moon or two, or more.

Volcanism

The density of a mainworld, suggested by both its Size and Atmosphere, holds further clues for the world-builder. High density worlds will have a molten core, suggesting lively tectonic activity which includes earthquakes and volcanoes. It will also be responsible for a powerful magnetic field that diverts solar radiation and can produce spectacular aurorae at the poles. Metal-poor, low density worlds have less interior heat and little tectonic activity, this results in a weak or non-existent magnetic field - and little protection for solar radiation. Where the Atmosphere and Size characteristics are roughly comparable, the referee can, if he desires, assume a more or less Earth-like geology.

Smaller worlds, dead moons and low density planets might still have active cores. Jupiter's moon Io for example, should not have a molten core, but the huge gravitational influence of its parent world as well as neighbouring moons, push and pull Io so much that internal heating occurs. Impressive volcanoes are matched by an equally impressive magnetosphere. An otherwise dead world like Mars might have, if the referee chooses, one or more large moons that have a similar dramatic influence.

Rotation, Axial Tilt and Eccentricity

Unusual worlds can be created simply by varying the speed at which they rotate, the length of their orbit or the tilt of their axis. None of these parameters are suggested by the contents of the UWP, instead the referee has the freedom to apply them when and where they may spice up an otherwise lacklustre planetary description.

So many factors affect planetary rotation that a referee can set the length of a day to anything best fitted to his world design. Humans may prefer a world with days 20 to 30 hours in length, but there are no reasons why a day cannot last six Terran weeks, or six Terran hours. There are some guidelines: larger worlds 'should' generally rotate faster than smaller worlds, older worlds will have had a chance to slow their rotation, planets in the same system will usually all rotate in the same direction, most moons and worlds close to their parent planet or star will have no rotation at all. They are 'tidally locked', with one face permanently facing the more dominant neighbour, just as our own Moon turns one familiar face toward Earth, whilst its far side remains hidden from ground-based observers. Note that M type stars, which are cool and small, may have an Earth-like world within their system, but that it is likely to be so close to the warmth-giving star that it is tidally locked. Be aware also, that a rapid rotation will increase the Coriolis force on the planet's atmosphere, creating strong winds, powerful storms and a dynamic and unpredictable atmospheric weather system.

Axial tilt simply refers to how far a planet leans over while it rotates; all lean to some degree, and this affects how much solar radiation is received away from the equator at certain times during the planet's orbit. These are the seasons. With relatively little or no tilt, there are no seasons. The greater the tilt then the greater the degree of severity of change during the summer and winter months and the longer these extreme seasons will be. Imagine if Earth doubled its tilt to 45 degrees, causing

Serengeti-like droughts during the long summer, blizzards and crippling snow-drifts during the similarly long winter. Not only that, but summer days in the far north will be night-free, whilst those in winter will never see the sun. The more pronounced this tilt, then the further south these 'midnight suns' will occur.

Could a world tip completely over? Could a planet have an axial tilt of 90 degrees? In this scenario, the midnight sun, does not creep up slowly, day by day, but is part and parcel of summer. In summer there is no darkness, in winter there is no daylight. Dawn and dusk are long protracted affairs lasting months. Could a world like this exist? Well yes, Uranus has an axial tilt of 98 degrees and its poles endure 42 years of continuous sunlight followed by 42 years of continuous night. Between the two extremes during the Uranian equinoxes, the gas giant enjoys a short Earth-like day and night cycle.

Just as the referee can 'decide' that a world has an unusual rotation or axial tilt, he also has the option of gracing his world with an eccentric orbit. Orbits are generally circular, but that of Mercury could be described as oval, it speeds up as it nears the Sun, then slows down as it makes its way along the longer part of its uneven orbit. If it was Earth-like, the effect of the seasons would be greatly exaggerated, even a planet with no tilt and no seasons would feel the short heat of summer and the long, cold of winter.

The planet Helliconia, created by writer Brian Aldiss, has a year that is 2,500 Terran-years in length and that is extremely eccentric. Civilization itself changes during the course of a year and Aldiss thinks through all of the ramifications of such a monumental seasonal variation, cursing the inhabitants with Fat Death and Bone Fever, diseases that have evolved to remove the weak and to create survivors that will be able to face the coming seasonal cataclysms.

Habitation

High density planets are perfect candidates for mining worlds, either as mining outposts if the population is low, or as fully developed industrialized colonies built upon a metal rich economy, if the head-count supports it. Worlds with high gravities (typically those of Size 9 and over (in excess of 1.25 G) would need some adapting to; genetically created clone workers ('proles') will be created with short and muscular bodies, and robust cardiac systems to cope with the immense stresses put on the human body. No-one goes anywhere fast which might create a fairly 'tomorrow-will-do' culture, or perhaps it instead fosters a society of careful perfectionists, deliberate and calculating.
We can imagine that buildings will be single storey for the most part and that flight will be restricted or non-existent. Water transport will become particularly efficient compared to land or aerial travel, but at any appreciable depth the density of the water will increase dramatically, shutting off the submarine world from surface-world explorers. If there is native life on the high G world in question, it will be low-slung, close to the ground and powerfully built. Hal Clement's super-world Mesklin was home to foot-long centipede-like creatures that had developed intelligence and enjoyed the fruits of civilization.

Worlds with a Size of 1-3 generally have low surface gravities; simply walking in a straight line may prove to be a problem. Earth's Moon is a Size 2 body and human movement (as we saw during the Apollo missions) consists of what were described as 'bunny hops'; large strides and long jumps are all possible. Mercury is Size 3 and Mars is Size 4. Some worlds will have a Size of 1, equating to a planet the size of one of Saturn's main moons: Rhea, Dione, or Tethys. Movement on a world this small will be particularly challenging. The construction of tall buildings will be easier than on Earth. Flight will often be easier on a low G world (if of course there is an atmosphere to support it). Contrary to the low-slung native creatures of a high G planet, the local denizens of a low

gravity world may include a number of very tall species. Plants and tree analogues may grow to prodigious heights and flying creatures will have an easier time of it. Coupled with a Dense Atmosphere, flying creatures here may grow to some size … the speculative world titled Blue Moon (which featured in a 2005 TV documentary entitled Alien Worlds) boasted both a low gravity and a dense atmosphere, a combination that was able to support all manner of floating or flying fauna - including the magnificent sky whales.

ATMOSPHERE

A planet's Atmosphere is generated by rolling 2D6 and adding any DM from the Condition table.

Condition	DM
Size 0-2	Set Atmosphere to 0
Size 3-4	-5
Size 5-7	0
Size 8+	+2

Digit	Atmosphere	Pressure	Survival Gear Required
0	None	0.00	Vacc Suit
1	Trace	0.001 to 0.09	Vacc Suit
2	Very Thin, Tainted	0.1 to 0.42	Survival Mask
3	Very Thin	0.1 to 0.42	Survival Mask
4	Thin, Tainted	0.43 to 0.7	Survival Mask
5	Thin	0.43 to 0.7	
6	Standard	0.71–1.49	
7	Standard, Tainted	0.71–1.49	Survival Mask
8	Dense	1.5 to 2.49	
9	Dense, Tainted	1.5 to 2.49	Survival Mask
10 (A)	Exotic	Varies	Air Supply/Vacc Suit
11 (B)	Corrosive	Varies	Vacc Suit
12 (C)	Insidious	Varies	Vacc Suit

The third digit in the UWP identifies the type of atmosphere that the world has. As a rule, only larger worlds have a gravitational field large enough to hold on to an atmosphere, but there certainly are exceptions. An atmosphere is essentially a layer of gas or gasses that cloak the surface of the planet and there are a number of reasons why a world may or may not be lucky enough to have one. As we have already mentioned, a big world has the muscle to keep its atmosphere and the bigger the world, in all likelihood the denser (or thicker) the atmosphere will be. Conversely, moons and small planets with relatively low surface gravities will generally have only trace atmospheres, if they have anything at all.

Other factors also come into play. A world sitting close to the main star might have its atmosphere stripped away by the destructive energy of the star's solar wind sweeping past. The only chance a planet has of retaining its layer of gasses in this situation, is if it also benefits from a molten core that is producing

a protective magnetosphere. Compare the Earth, whose atmosphere is shielded by its magnetosphere, with Mars. The red planet has a trace or very thin atmosphere that was considerably thicker in ancient times, but as the planet cooled it first lost its magnetosphere and then its atmosphere.

Yet there are exceptions; in the depths of the solar system, the moon Titan orbits the ringed planet Saturn. Titan is cold, far from the sun and seismically inactive. It has no magnetosphere and with a surface gravity of only 0.14 G should not be able to retain an atmosphere - yet it has a dense atmosphere that is 1.45 times thicker than that of Earth's. Ganymede and Callisto, comparable-sized moons of Jupiter, are of a similar composition but do not have atmospheres. One theory suggests that Titan, being farther from the sun than the moons of Jupiter, was colder during its formation. Gasses were trapped in the ice at those low temperatures and later made their way into Titan's atmosphere.

Pressure

The UWP atmosphere table indicates that there are nine main types of atmosphere: Vacuum, Trace, Very Thin, Thin, Standard, Dense, Exotic, Corrosive and Insidious. This order roughly corresponds to their increasing level of pressure (or thickness). The manner in which the mechanics work attempts to replicate the general rule that small worlds will have thinner atmospheres, whilst larger worlds will boast denser atmospheres. Here on Earth we have little experience of differing atmospheric pressures, and so underestimate how much of an impact this factor may have on everyday life. We are actually living near the bottom of an ocean of air. At sea level, the weight of the air presses down on us with a pressure of 1 kg per squared cm. At higher altitudes, less air means less weight and less pressure. The pressure and density of air decreases with increasing elevation.

Standard pressure is what you are breathing now. The table tells us that Standard has a pressure between 0.71 and 1.49 times that of Earth. Things change at lower pressures and those humans who live or work in mountainous regions can attest to those changes. At altitudes above 2,500m, the air pressure drops to around 0.70 that of sea level. This is equivalent to the atmosphere type of Thin. Humans who are not adapted to such conditions can suffer from altitude sickness, with headaches, nausea, extreme tiredness, breathlessness and body pain. Associated high blood pressure can cause complications for pregnant women.

At altitudes above 4,000m (such as most of the Tibetan plateau) the oxygen content in every breath full drops almost to 50%, whilst above 7,000m (the peaks of the Himalayas) the lack of available oxygen reaches lethal levels. This extreme altitude on the 'roof of the world' is equivalent to the atmosphere type of Very Thin. For most explorers, survival masks or oxygen tanks will be required in this type of environment.

Low pressure atmospheres will have a variety of effects on life, both native and alien. Air temperature will be lower and the atmosphere will retain less heat; it will also have extreme differences in temperature between day and night. The air in a thin atmosphere will be drier than Standard, forcing both humans and native wildlife to drink more water. A further drawback will be the lack of protection the atmosphere provides from the effects of solar radiation. In addition, with fewer air molecules to push against, native animal life will find it difficult to get into the air. There will be few, if any, flying creatures on these worlds. Finally, with less oxygen available, humans will struggle physically, and this struggle will be shared by any combustion-engine vehicles. Railway trains in the Andes struggle to cope with some of the serious inclines on the track because the power isn't there - compressors will need to be fitted to engines in order to supply enough air to keep them running. On colonies with thin atmospheres, electrical motors might take the place of more inefficient combustion-engine vehicles and power sources.

Worlds with high pressure atmospheres are likely to be teeming with flying creatures, and while most will be equipped with wings, others might be gas balloons, or may be gliders, or 'kites'. An aerial ecology really thrives when a very small planet (with low gravity) has a dense atmosphere. Dense atmospheres also retain a lot of heat resulting in a great deal of highly energetic weather; imagine gargantuan, continent-spanning hurricanes, powerful electrical storms, supersonic winds and football-sized hailstones! Take a weather phenomenon and max it out!

The greatest benefit of a dense atmosphere is the way in which it shields the surface from the effects of solar radiation (which can make-up for a lack of magnetic field). When considering human habitation on a world with Atmosphere of 8 or 9, remember air resistance - vehicle speeds, including both aircraft and ground cars, will be reduced. Winds will pack far more punch, and building designs will reflect this - multi-storey buildings might be quite rare. Vegetation, likewise, will be low-growing or evolve to counter the prodigious strength of the wind.

Airless Worlds

Many randomly created worlds will have an Atmosphere type of 0 (Vacuum) or 1 (Trace). Although a Trace atmosphere denotes a thin veneer of gasses around a world (such as Mercury), it is of such barely measurable pressures that for the purposes of a roleplaying game, it may as well be a vacuum. Animal and plant life is non-existent on an airless world, although exotic and incredibly rare examples of vacuum life might exist (and certainly be worthy of a survey mission). Humans must resort to living in bubble cities, underground settlements and other artificial, sealed environments. It can be difficult for the referee to make these vacuum habitats stand out from one another. Try to place these settlements at interesting geographical locations: at the entrance to a huge mine, straddling a small meteorite crater, along the walls of a canyon, inside old lava tubes, in the caldera of an extinct volcano, inside a network of vast, natural caves ... and so on. Airlocks become crucial to gameplay, since they limit freedom, so plan for plenty of airlocks - old, new, dangerously under-maintained, guarded and unguarded, vehicle locks, elevators to the surface and vast airlocks capable of accepting starships.

It's Tainted

The qualifier 'tainted' simply means that the atmosphere in question contains some element that makes it unbreathable. Most likely it is a harmful gas, such as carbon dioxide, methane and/or hydrogen that humans simply cannot breathe, which has serious side effects (such as nitrogen at relatively high partial pressures) or sulfur compounds, possibly resulting from global volcanic activity. Taints may also include bio-hazards such as pollens or alien pheromones. Taints require the filtration system of a survival mask for human survival.

Extreme Atmospheres

Some of the more difficult atmosphere types to explain and describe are the 'extremes', types A, B and C which equate to Exotic, Corrosive and Insidious. Whereas the Very Thin, Thin, Standard and Dense atmospheres are generally Earth-like in pressures with Earth-like gasses in a variety of amounts, the 'extremes' are terribly toxic, horribly lethal and utterly alien. The three types are really grades of lethality, and an A type and C type atmosphere may actually contain the same poisonous gas, just in different amounts. According to the table, Exotic atmosphere requires an air supply, a Corrosive atmosphere is dangerous, requires a vacc suit and will cause 1D6 damage to an unprotected character per round. An Insidious atmosphere is so dangerous that it will defeat a vacc suit after 2D6 hours and kill the man inside it. Venus, with its incredible high pressure, high temperature atmosphere comes into this latter category. Gasses which give an atmosphere an extreme label include carbon dioxide, methane, nitrogen, sulfur, oxygen, hydrogen, ammonia, chlorine and fluorine. Select one active element from the list on p. 160-161 , but note that some gasses are often found in combination with

others on the list. If the referee so decides, use these combinations, mixing together the dangerous effects in one nasty airborne cocktail.

Carbon Dioxide - Carbon dioxide made up Earth's early atmosphere, and life on such a world (if it supports life at all) must utilize direct sunlight, geothermal heat or chemical reactions for survival, rather than oxygen. At a high pressure and high temperature, this type of carbon dioxide atmosphere is Insidious, so an Exotic world with a CO2 atmosphere must be distant from its star and the pressure fairly low. [May be found in combination with sulfur dioxide, fluorine, nitrogen or chlorine]

Methane - Methane is both odourless and colourless and is extremely explosive should anyone bring oxygen with them down to the world's surface. Leaks from vacc suits or habitats or malfunctioning airlocks could easily mix oxygen with methane and create the potential for a fierce explosion and raging fire. Methane worlds are usually large and cool and will tend to form very dense atmospheres. Titan is a good example of a world boasting an Exotic atmosphere, although in Titan's case it is so far from the sun that a survival suit is needed as well as an oxygen supply. [May be found with ammonia, or in a methane-ammonia-hydrogen mix]

Nitrogen - An atmosphere containing nitrogen and oxygen in certain combinations will contain a nitric acid irritant, which on Exotic worlds will require a protective survival suit, and which on type B and C worlds is the cause of corrosive effects. On these latter worlds, there may be rivers and seas of nitric acid, all fed by an acid rain that can kill. [May be found with fluorine]

Oxygen - Believe it or not, high concentrations of oxygen can be extremely harmful to humans. A planet with a high oxygen content could be either Exotic or Corrosive. At standard pressures, high oxygen levels burn the eyes and throat and fluid forms in the lungs, the explorer becomes breathless and feels pains in his chest; of course there are also the associated dangers of explosion and intense fire which accompany large concentrations of this gas. As a side-note, oxygen 'can' be breathed at levels up to 100% safely, as it was by astronauts in the Mercury and Gemini programmes, but only at reduced pressures.

Hydrogen - A cold world in the outer zone, with an atmosphere made up predominately of hydrogen will qualify as Insidious. Hydrogen is not poisonous, but it is extremely flammable and its atoms are small enough to penetrate suits, seals and vehicles. Hydrogen, with its associated effects, will be found within ammonia and also methane-rich atmospheres. [May be found in a methane-ammonia-hydrogen mix]

Sulfur - Sulfur compounds created by volcanic activity or as a result of run-away industrialization, act as an irritant and in much greater concentrations becomes corrosive. Life might evolve to utilise sulfur rather than carbon, but its low energy yield might limit the organisms' size. [May be found with carbon dioxide, fluorine or chlorine]

Ammonia - Ammonia is another irritant that, if present in low amounts on an Exotic world, would require a protective suit as well. Any leaks will be noticed immediately due to ammonia's pungent odour, which any referee who owned a child's chemistry set will vividly remember. Ammonia attacks the eyes, throat and mucus membranes with a fierce chemical burn that will be blinding and choking (and fatal rather quickly) on Corrosive or Insidious worlds. Ammonia planets will probably be large and cold with dense atmospheres. [May be found with methane or as a methane-ammonia-hydrogen mix]

Chlorine - Chlorine's use as a chemical weapon during the First World War reflects the chemical's toxic nature. It might be present in tiny amounts on an Exotic world - enough to cause persistent irritation, but in any sizable amount will be deadly, and in

such concentrations be found on Corrosive and Insidious worlds. The gas has a strong odour and is greenish-yellow in colour, making leaks easy to identify. Chlorine will damage and destroy exposed tissue faster and more effectively than ammonia, and like ammonia blinds and chokes. It is an extremely dangerous substance even in fairly low concentrations. Since chlorine reacts in a similar fashion to that of oxygen, chlorine-based life might well exist on some worlds. And since chlorine is visible, an atmosphere with the gas in its make-up will appear green, sunlight creating a yellow-green haze through which the landscape can be viewed. [May be found with nitrogen, carbon dioxide or disulfur dichloride]

Fluorine - More corrosive, more toxic and more dangerous than chlorine, this gas will only form the atmosphere of a Corrosive or Insidious world. Like chlorine, atmospheres of this type may support bizarre alien eco-systems. The supplement **Alien Breeds** describes the fluorocarbon biology of a species of alien xenomorphs, for example. [May be found with nitrogen, carbon dioxide or sulfur tetrachloride]

High Temperature - Although not a toxic gas, air temperature on a world with a carbon dioxide, chlorine, nitrogen or Earth-like oxygen atmosphere might be so high as to qualify the world as Corrosive or Insidious. Venus is a prime example with its carbon dioxide atmosphere squeezed to 92 Earth atmospheres and cooked at 460 degrees Celsius.

HYDROGRAPHICS

Hydrographic percentage is obtained by rolling 2D6 and adding any DM from the Condition table. A world's Hydrographics value should never exceed 10, nor may it be lower than 0.

Condition	DM
Size 0-2	Set Hydrographics to 0
Atmosphere 0 or 1	Set Hydrographics to 0
Atmosphere 2-3, B or C	–6

Digit	Hydrographic Percentage	Description
0	0%–5%	Desert world
1	6%–15%	Dry world
2	16%–25%	A few small seas.
3	26%–35%	Small seas and oceans.
4	36%–45%	Wet world
5	46%–55%	Large oceans
6	56%–65%	Large oceans
7	66%–75%	Earth-like world
8	76%–85%	Water world
9	86%–95%	Only a few small islands and archipelagos.
10 (A)	96–100%	Almost entirely water.

The Hydrographic characteristic indicates how much of the world's surface is covered with ocean. Each point represents around 10%. As an example, Earth is covered by approximately 70% seas and oceans, giving it a Hydrographic value of 7. Remember that this is an approximation; a planet with 100% ocean coverage might by a Kevin Costner-style water world, or it might be home to hundreds of tiny coral atolls. Be flexible in the description. On most worlds, this value will represent the percentage of 'water' on the surface, but on a planet with an extreme atmosphere the liquid will instead play some part in the chemistry of the world (nitric acid oceans on a world with a nitrogen-rich atmosphere, for example).

Oceans tend to be salty, due to the geological salts leaching out of the bed-rock. The presence of moons will make them tidal. Other bodies, too, can cause tidal effects. If the world is the moon of a gas giant inside the habitable zone, the gravitational interaction between the gas giant and other moons will create very significant tides. Slow-paced tides (measured over months or years) might be caused by the presence of a binary star within the system.

A tectonically active planet will have a complex underwater geography of mid-ocean ridges, abyssal plains and deep-ocean trenches. More benign worlds will have shallow seas with a fairly unremarkable subsea topography, eons of erosion levelling off any submarine mountain chains.

Dry Worlds (Hydrographics 0-3)

The desert planet is a staple of science fiction, from Tatooine and Arrakis, to Heinlein's Klendathu and Forbidden Planet's Altair IV. The true desert world, with a Hydrographics value of 0 (absolutely no surface water at all) is

sometimes thrown up by the world generation system. Worlds like Dune, with its gargantuan sand worms and Bruce Sterling's Nullaqua provide us with vivid living and breathing examples; they illustrate just what you can do with a desolate ball of rock lacking water and plant life. Dune's ecology and physical geography are lovingly detailed, realistic and evocative. Meanwhile Nullaqua pushes the concept of a desert one step further, human activity is concentrated in vast dust-filled crater. So fine is the dust that it can be traversed on ships and is home to the enigmatic 'dust whales'.

However, far more common are the 'dry worlds' with hydrographic levels of 30% or below. With little or no rainfall there are limited bodies of water; plant and animal life will struggle to survive and there will be limited opportunities for colonisation and human settlement. You can imagine great seas of sand, an ocean of dunes that spans the globe of one of these dry worlds. However, the creation of worlds for a game universe should be a little more sophisticated than that. Your planet might be a dry desert world, but it's surface is not going to consist solely of sand dunes. Consider Mars, our nearest desert-like world ... there are dune fields close to the poles, certainly, but the rest of the Martian surface is wonderfully diverse, complex and varied. The harshest, driest deserts on Earth are similarly varied.

Hamada is an Arabic term for a bare plain of bedrock, strewn with pebbles, gravel and boulders, while another term, 'reg' is a sandy plain strewn with larger boulders and rocks. Yet another Arabic word, 'erg' describes the familiar sand sea complete with wind-blown dunes. These three types of desert surface would pose very different problems for characters. And then there are salt pans, mountains, mesas, water-cut arroyos (or wadis) and playas, which are the gravel plains at the openings of canyons which are created by extremely short-lived desert rivers. Wind and water can likewise sculpt the rock on a regional scale to create a landscape of sand-blasted pillars, pinnacles and arches similar to those of America's Painted Desert. Or, if the winds are consistent and continuous, an unearthly terrain of long, aerodynamic rock ridges called 'yardangs'.

Most dry worlds will have a small sea or scattered lakes, perhaps a few small rivers and perhaps even a large River Nile-like analogue. Around these water sources vegetation will thrive, and there may be forests or intensively-irrigated agricultural areas. The boundary between waterless desert and fairly lush, habitable regions will be composed of semi-arid lands, steppe or savannah, a place where water is scare but available in large enough amounts (perhaps seasonally) that plants and animals tough enough to live there can eke out an existence.

Wet Worlds (Hydrographics 4-9)

When the term 'Earth-like planet' is bandied about, it generally refers to a world with a sufficient level of surface water to support a complex eco-system of plants and animals. Yes, there may be arid deserts and frozen wastes but with seas and oceans in great quantity and assuming an atmosphere conducive to life, the world's surface will be a riot of climatic zones and vegetation types. With good reason, these lush, fertile planets are more commonly known as 'Garden' worlds. In a roleplaying context, it can sometimes be difficult to make these Earth-like locations distinctive or 'un-Earthly' and you may well fall into the trap-of-least resistance, that is, assuming that the world in question is just 'Earthlike' without any further elaboration.

Waterworlds (Hydrographics A)

A waterworld, a planet with a single ocean and no dry land, may seem unlikely but it has many precedents in science fiction - from George Lucas' Kamino, to 2181 Despoina in *Mass Effect 3*, and Goodloe and Oltion's Theresa, which was once an iceworld like Ganymede, but that had later been melted during the slow expansion of its red giant star. In 2012, scientists confirmed that the exoplanet GJ1214b had a thick water vapour atmosphere that suggested it was a waterworld (although one

very different to those featuring in movies and sci-fi literature).

Referees creating a waterworld might easily fall into the same 'all desert worlds are sandy' trap. How can such a bland, watery world offer anything to the players or the game? The 100% hydrographic value may not mean there is no dry land, in fact there may well be volcanic island chains, coral reefs, vast tidal sandbanks and so on, and it is on these remote pieces of dry land that starships will land and where the native population will live. Life might easily get crowded, intolerably so, on a waterworld. Or will it? With sufficient technology humans may decide to move under the waves to create colonies beneath the sea, something posited by visionaries and underwater pioneers in the 1960s and 70s. Relying on undersea mining and aquaculture, hundreds, thousands, perhaps millions of people might inhabit the ocean floor in domes and sealed habitats.

This brings a new set of considerations to the table which address the physical problems of living underwater. Problems of pressure, temperature, light and remoteness are as important here as they are in orbit around some distant star. Building up a picture of life on the ocean bed could prove difficult. The referee who is unfamiliar with the science of deep water environments might find it helpful to imagine the ocean floor of his waterworld as the surface of an airless moon. There will be colonies or habitats, sealed against the pressure and cold, perhaps built as a series of connected domes or tubes, complete with airlocks. Submarine settlements like this will be located in the relatively shallow waters around continents or large islands, rather than the crushing depths out in the deep ocean. Submarines take the place of aircraft or spaceships, moving people, goods and raw materials between habitats, while self-contained atmospheric diving suits take the place of vacc suits. There will be mines and aquaculture farms. And not everyone will get along. The Government characteristic will give the referee a very good idea of what is going on - how are these submariners organising themselves? Some of the technical aspects of working on the seabed for extended durations are nicely illustrated in three sci-fi movies: *The Abyss, The Sphere and Underwater.*

POPULATION

The Population of an Off-World colony away from the Near Earth Zone (the 'core' worlds) is generated by rolling 2D6–5, modified by the world's Size and Atmosphere as described in the Condition table (below). A colony world's Population value should never exceed 8. If a world has a population of 0, it is uninhabited and the world also has a Government, Law Level and Technology Level of 0. The population digit should be read as a number of zeroes following a one, so that a population of 3 indicates a population in the thousands (1,000).

Condition	DM
Size is 2 or less	-1
Size A+	-1
Atmosphere is B or C	-1
Atmosphere is NOT 5, 6 or 8	-1
Atmosphere is 5, 6 or 8	+1

Digit	Population	Range	Comparison
0	None	0	-
1	Few	10+	A tiny farmstead or a single family
2	Hundreds	100+	A start-up colony
3	Thousands	1,000+	
4	Tens of thousands	10,000+	Small town
5	Hundreds of thousands	100,000+	Average city
6	Millions	1,000,000+	Large city
7	Tens of millions	10,000,000+	Mega city, European Nation
8	Hundreds of millions	100,000,000+	USA
9	Billions	1,000,000,000+	Present day Earth
10 (A)	Tens of billions	10,000,000,000+	

GOVERNMENT

The Government characteristic is determined by rolling 2D6–7 and adding the world's Population. If a world's Population equals 0, then the world's Government equals 0. The Government code should never be higher than 13, nor lower than 0. Most outposts and colonies in the Outer Rim and Frontier are established and run by corporations, in this case the Government characteristic represents the 'style' of management. Type 4 (Representative Democracy), for example might suggest that employees are shareholders and will have a great say in how things are run.

Digit	Government Type
0	None
1	Company/Corporation
2	Participating Democracy
3	Self-Perpetuating Oligarchy
4	Representative Democracy
5	Feudal Technocracy
6	Captive Government
7	Balkanization
8	Civil Service Bureaucracy
9	Impersonal Bureaucracy
10 (A)	Charismatic Dictator
11 (B)	Non-Charismatic Leader
12 (C)	Charismatic Oligarchy
13 (D)	Religious Dictatorship

LAW LEVEL

Law level is determined by rolling 2D6–7 and adding the Government characteristic. If the world's Government is 0, then the world's Law Level is also 0. Planetary law level provides a rough idea of how many regulations, laws and security checks a traveller from off-world will encounter. Although the table above breaks these numbers down to establish what type of weapons can be carried and what possessions are illegal, the world builder is best served by taking the Law Level to be more of a guideline., i.e. roll Law Level or less on 2D6 to avoid harassment.

Digit	Descriptor	Not Allowed
0	No Law	No restrictions.
1	Low Law	Poison gas, explosives, undetectable weapons, weapons of mass destruction
2	Low Law	Portable energy weapons (except ship-mounted weapons)
3	Low Law	Heavy weapons
4	Medium Law	Light assault weapons and submachine guns
5	Medium Law	Personal concealable weapons
6	Medium Law	All firearms except shotguns and stunners; carrying weapons discouraged
7	High Law	Shotguns
8	High Law	All bladed weapons, stunners
9	High Law	Any weapons outside one's residence
10(A+)	Extreme Law	Any weapons allowed at all.

TECH LEVEL

Cepheus Engine, upon which **HOSTILE** draws its inspiration, uses a measure of technological development called the Tech Level, with modern day Earth just entering TL 8. In **HOSTILE**, spaceflight, and in particular hyperspace-flight is so relatively new that tech levels on planets within the Outer Rim are all generally similar. 'Modern' 2225 AD technology is taken out to new outposts and colonies and serves the inhabitants there. There is a single interstellar culture (particularly within an individual sector, such as the American Sector) and a single everyday tech level of **TL 12**. Where disparities occur, then the trade codes (see p. 168) should address the issue. Of particular importance is the world trade code 'Non-Industrial'. This indicates that there are too few people to support a manufacturing base which means that most factory-made items will have to be imported from off-world. Although these worlds demand sophisticated products that they cannot manufacture themselves, the trade table suggests that they themselves have little to offer the interstellar community except raw materials.

Use of the Tech Level value will help referees adapt other Cepheus Engine books and materials for use with the **HOSTILE** setting.

TRADE CODES

Classification	Size	Atmos.	Hydro.	Pop.
Agricultural		4–9	4–8	5–7
Asteroid	0	0	0	
Desert		2+	0	
Fluid Oceans		10+	1+	
Garden		5, 6, 8	4–9	4–8
Ice-Capped		0–1	1+	
Industrial		0–2, 4, 7, 9		9+
Non-Agricultural		0–3	0–3	6+
Non-Industrial				1-6
Poor		2–5	0–3	
Rich		6, 8		6–8
Water World			10	
Vacuum		0		

Trade codes are assigned based on a world's UWP values. Trade classifications are broad labels that tell the players and referee what kind of goods might be bought cheaply on-planet and what might be sold at a profit. More than that, though, the classification gives us a look at the broad economic base of the planet. Does it import or export? What do people do? How does the world fit into the economy of the interstellar community?

Agricultural **-** Assume an agricultural world is able to produce a huge surplus of food that can be shipped out through the starport. Whether grain, cattle, edible fungi, exotic tree-analogues, vegetables, fruit or whatever, the economy is heavily focussed on farming. Organisation of the economy could vary tremendously, from free and independent small-holders, to vast corporations.

Asteroid **-** Asteroids are often mining colonies that produce various ores and crystals for use in industry, but others may be small colonies, prisons, private retreats and factories. An example of asteroid mines include Io from the movie *Outland*, and the Icarus mining station, from the *Space Above and Beyond* episode titled The Dark Side of the Sun.

Desert **-** The desert planet will not be all dune fields. There may be rocky highlands, dry prairies and mountains too. However, to qualify for this classification, the planet has to have zero Hydrographics value - no standing water. An economy based on a true desert world like this will be concerned with survival first and foremost. Water will be a top resource, either taken out of the air or drilled from aquifers deep underground. In desperate situations, water may even be shipped in.

Fluid Oceans **-** Fluid Oceans are planets with oceans not made up of water, but of other liquids (liquid methane, ethanol, etc.) such worlds will be very different from Earth, but will certainly have things to offer the interstellar community. Petrochemical fuels and precious metals will be found in abundance and exported off-world in exchange for food and other consumables, as well as any technologies related to life support.

Garden **-** The Garden world is Earth-like, blessed with a temperate climate, wide oceans and fertile soils. It will also have a diverse biosphere of plants and animals. Self-sufficiency is the watch-word here, since the inhabitants of the Garden planet will not have need of

imported foodstuffs or medicines and they will have all the ores and other raw materials that they need

Ice-Capped **-** Ice-Capped worlds in **HOSTILE** must have Atmosphere of 0 or 1 and a Hydrographic value of 1. We use the term Ice-Capped in **HOSTILE** to mean 'has liquid water beneath an icy crust'. These liquid water oceans are postulated on Europa, Enceladus and on other moons of the Solar System as well. Remember, ice-capped means 'a subsurface ocean beneath an ice cap'.

Industrial **-** The game's definition of an Industrial planet is actually a 'super' Industrial world, a world dominated by vast manufacturing centres and cities supporting the workers needed in these centres. The scale is huge, only worlds with populations in excess of a billion people can qualify as an Industrial world. It is taken as read that the atmosphere is unbreathable, either due to natural contaminants, or because it was ruined during the long road to planetary industrialization. These worlds are massive exporters of electrical goods, all kinds of appliances, manufactured goods, weaponry, vehicles, advanced materials and alloys and robots. In return they will require vast amounts of raw material. Earth is currently the only Industrial world.

Non-Agricultural **-** The Non-Agricultural world has many mouths to feed, but lacks the climate and water resources needed to feed them. It is dependent on outside sources for its food, textiles and other organic products. The rules assume a good reason for the colonization of such a planet and it is likely that light industry thrives on these Non-Agricultural worlds.

Non-Industrial **-** Any world with a population between 10,000 and 9,000,000 is classified as Non-Industrial, which indicates that there are too few people to support an adequate manufacturing economy. Consequently many types of factory-made goods will need to be imported from off-world. This makes the Non-Industrial world something of a backwater or 'developing nation' reliant on high tech imports to maintain its economy. Most early colonies obviously fall into this category. Although these colony worlds demand sophisticated products that they cannot manufacture themselves, the Trade tables suggest that they themselves have little to offer the interstellar community.

Poor **-** The Poor world really is a backwater, a place few visit; it has a thin atmosphere and insufficient water resources to support a strong colonial economy. In all likelihood the Poor world is covered by extensive deserts. This is a dry and unattractive world, its inhabitants can produce enough food to survive, but rely on imports for any sophisticated or high technology items.

Rich **-** The Rich world is a desirable destination, a luxurious retreat that boasts innumerable diversions, entertainments and attractions. Wealthy individuals may make a Rich world their home; its economy will generally be self-sustaining, but it will rely heavily on imports to satisfy its inhabitants' insatiable craving for luxury items.

Water World **-** Citizens of a waterworld inhabit a planet filled with resources. Aquaculture and fishing provide food, whilst seabed mining and oil drilling supply fuel, building materials and other resources. Exotic chemicals and drugs might also be sourced from the oceans. Waterworlds are a common theme in science fiction.

Vacuum **-** Planets without atmosphere must shelter their populations within airtight habitats and domes. Although food can be grown hydroponically, there will still be a great need for consumables from off-world. Mining will typically form the bulk of any exports from a vacuum world.

GAS GIANTS

The presence of any gas giant planets is noted on the UWP by a 'G' (or the absence of it). If further detail is required, a large gas giant (Jupiter-sized or larger) can be noted as LGG, whilst a small gas giant (Neptune or Uranus-sized, for example) can be noted as SGG. There may be more than one gas giant within the star system. Gas giant planets are often used as a source of fuel by starships equipped with fuel scoops.

BASES

The presence of government bases is noted on the starmap. Bases types include United States Space Command bases, Japan Aerospace Defence Force bases, Deutsche Raumwaffe (German starforce) bases and Mining Regulatory Agency bases. Some of the US Space Command bases are jointly owned with the Royal Aerospace Force (RAF) or the Royal Canadian Aerospace Force (RCAF).

Mining Regulatory Agency Base (MRA)
The MRA co-ordinates prospecting and mineral and resource claims, issues licenses and co-ordinate the activities of dozens of mining and extraction corporations in deep space. It's bases are equipped with offices, labs, workshops and warehouses, and they are the jumping off-point for most corporate resource exploration teams. The MRA can provide equipment, training, medical facilities, cheap accommodation and technical expertise. Fresh crews can be hired at MRA bases, since they serve as meeting points for personnel, mining and drilling crews and employers.

Military Bases
United States Space Command Base (USSC)
A USSC base is a way station, repair facility, training centre and headquarters for the US Space Command. US Marine Corps units will also be in attendance, either as base security troops or as a fully-functioning Marine Expeditionary Unit (MEU) waiting to be deployed. Some bases host partner RAF or RCAF bases.

Japan Aerospace Defence Force Base (JADF)
A base for the Japanese starforce: the Japan Aerospace Defence Force. Such bases will also hold detachments of the elite Narashino Airborne Brigade, a unit of mobile infantry that operates from starships and is trained to fight in hostile environments.

Deutsche Raumwaffe Base (DRW)
A military base established by the German Bundeswehr to serve and supply the German starforce: the Deutsche Raumwaffe. Like other starbases, the DRW bases also play host to fully-prepared and highly-trained airborne troops, in this case of the 1st Airborne Brigade (Luftlandebrigade 1) that can be landed on to a colony world or into a battle zone.

CLIMATE

Worlds, even barren rocks, will have a variation in climate. On habitable worlds there will be several climactic zones, and to provide a rough guideline for players and their characters, a single label can be attached to a world that describes its predominant climate. Earth, for example, iis classed as Temperate, whilst Mars is generally Cold.

Frozen [-100ºC or lower]
Too cold for human habitation, protective gear required.

Cold [-15ºC or lower]
Lower limits of human habitability: Yellowknife in winter.

Cool [-10ºC to -1ºC]
Habitable zone, but cooler on average than Earth: Toronto in winter.

Temperate [0ºC to 24ºC]
Habitable zone, Earth average climate, similar to Boston or Paris.

Warm [25ºC to 34ºC]
Habitable zone, but warmer on average than Earth: Los Angeles in summer.

Hot [35 ºC or higher]
Upper limits of human habitability: Mojave Desert in summer.

Inferno [100ºC or higher]
Too hot for human habitation, protective gear required.

Locked
Tide-locked, one hemisphere always faces the star.

Eccentric
Wide variation due to eccentricity of world orbit, or of binary companion

TRADING 9

It goes without saying that the Off-World colonies make a lot of people very rich. Most people think of the corporate chiefs, the execs and the government agencies that all have a hand in exploiting the natural resources amongst the stars – and exploiting the colonists who send those resources back to Earth.

But where there are sharks, there are the little fish feeding on what gets missed … For anyone with some acumen (Broker skill) and transport, it is possible to play the trade and speculation market, buying goods cheaply and shipping them to Earth, or to some distant colony, to sell at a profit.

The big conglomerates don't do this – they work to contract and their shipping schedules are planned months in advance. However, starship crews, roughneck crews, salvage operators and so on, those who travel frequently, can make a tidy profit engaging in trade speculation. First they need some capital to work with, next they need to find a nice cheap lot of cargo; then the crew must carry it in some unused corner of their cargo hold, or else book it into the hold of the starship they intend to travel on. Finally, they try to sell the cargo for a high price at their destination.

The big companies usually tolerate this type of 'on-the-side' money-making provided it a) isn't illegal, and b) does not endanger the ship, the mission or the crew. There are plenty of employers that insist on taking a 5% cut, but we doubt that the PCs will be working for an outfit like that.

SPECULATIVE TRADE CHECKLIST

Speculative trading follows a basic procedure. The following checklist outlines the various steps in the speculative trade procedure.

1. Find a supplier
2. Determine goods available
3. Determine purchase price
4. Take goods to new world or market
5. Find a buyer
6. Determine sales price

FIND A SUPPLIER

The first step in the process is simple: find a supplier with something to sell. Characters can search for multiple suppliers, but there is a –1 DM per previous attempt on a planet in a given month.

Finding a supplier: Broker, Edu or Soc, 1D6 days, Average (0).

Finding a black market supplier: (illegal goods only) Streetwise, Int, 1D6 days, Average (0).

The size of the Starport provides a bonus to finding a supplier. Class A starports give a +6 DM, class B starports give a +4 DM and class C starports give a +2 DM.

DETERMINE GOODS AVAILABLE

Goods are divided into two categories of goods – Common and Trade Goods. Common Goods can be purchased on any world. Trade Goods can usually only be found on a world with a matching trade code. The amount of each type of goods available is limited – the tons column on the Trade Goods table determines how many tons of a given type of goods is available for purchase.

A given supplier has all Common Goods available and 1D6 randomly determined trade goods. Roll D66 on the table to determine the goods available, ignoring results 61–65 unless dealing with a black market supplier. If you roll the same type of goods multiple times, then the supplier has extra amounts of those goods available.

Some goods are illegal and can be purchased only through a black market supplier. A black market supplier has 1D3 randomly rolled illegal goods. To determine what type, roll 1D6 on the 'Illicit' section of the Trade Goods table (entries 61-66). The referee should adjudicate any problems that may occur during such illegal transactions

COMMON GOODS

Item	Cost ($)	Tons
Basic Consumable Supplies	1,000	2D6x5
Basic Electronics	25,000	2D6x5
Basic Machine Parts	10,000	2D6x5
Basic Manufactured Goods	20,000	2D6x5
Basic Raw Materials	5,000	2D6x5
Basic Unrefined Ore	2,000	2D6x5

TRADE GOODS

D66	Trade Goods	Base Price ($)	Tons	Purchase DMs	Sale DMs
11	Advanced Electronics	100,000	1D6x5	Ri +2, In +3	Ni +2, Po +1
12	Advanced Manufactured Goods	200,000	1D6x5	In +3, Ri +2	Ag +1, Ni +2
13	Agricultural Equipment*	150,000	1D6	In +3, Ri +2	Ag +2, Ga +1
14	Meat	1,500	4D6x5	Ag +2, Ga +3	In +3, Na +1
15	Grain	500	8D6x5	Ag +2, Ga+1	Na +1
16	Computers & Computer Parts	150,000	2D6	Ri +2, In +2	Na +1, Ni +2
21	Crystals & Gems	20,000	1D6x5	Ni +3, Na +2	In +1, Ri +2
22	Timber	1,000	2D6x10	Ag +3, Ga +1	In +4, Ri +2
23	Food Service Equipment	4,000	2D6	In +3, Na +2	Ag +1, Ni +2
24	Androids*	800,000	1D6	In +2	Ni+2, Ri +3
25	Vacc Suits	250,000	1D6x5	In +2, Ri +1	As +2, Va +2
26	Colonial Tractors*	60,000	1D6	In +3, Ri +2	Ag +2, Po +1
31	Grocery Products	6,000	1D6x5	Ag +3, Ga +2	Na +1, Ri +2
32	Kinako Processed Soya	2,500	4D6x5	Ag +2, Ga +1	In +3, Po +3
33	Industrial Supplies	75,000	2D6	In +3, Ri +2	Na +1, Ni +2
34	Liquor & Other Intoxicants	15,000	1D6x5	Ag +3, Ga +2	In +1, Ri +2
35	Luxury Goods	150,000	1D6	Ag +2, Ga +3	In +1, Ri +2
36	Manufacturing Equipment	750,000	1D6x5	In +3, Ri +2	Na +1, Ni +2
41	Medical Equipment	50,000	1D6x5	In +2, Ri +3	Ni +1, In +2
42	Petrochemicals	10,000	2D6x5	Ni +2, Fl +3	Ag +1, In +2
43	Pharmaceuticals	100,000	1D6	Fl +3, Wa +2	In +2, Ri +1
44	Polymers	7,000	4D6x5	In +2, Ri +3	Ni +2, Va +1
45	Precious Metals	50,000	1D6	As +3, Wa +2	In +1, Ri +2
46	Radioactives	1,000,000	1D6	As +2, Ni +3	In +2
51	Robots & Drones	500,000	1D6x5	Ri +3, In +2	Ni +1, Ri +2
52	Sea Food	1,500	4D6x5	Wa +3, Ic +2	In +2, Na +1
53	Survival Gear	4,000	2D6	Ga +3, Ri +2	Fl +2, Va +1
54	Textiles	3,000	3D6x5	Ag +3, Ni +2	Na +1, Ri +2
55	Uncommon Raw Materials	50,000	2D6x5	Ag +3, Ni +2	In +2, Na +1
56	Uncommon Unrefined Ores	20,000	2D6x5	As +2, Va +1	In +2, Na +1
61	Illicit Luxury Goods	150,000	1D6	Ag +2, Ga +3	In +4, Ri +6
62	Illicit Pharmaceuticals	100,000	1D6	In +3, Wa +2	In +3, Ni +4
63	Medical Research Material	50,000	1D6x5	Ri+3, Ga +2	In +6, Na +4
64	Military Equipment	150,000	2D6	In +2	Po +3, Ni +3
65	Personal Weapons & Armor	30,000	2D6	In +3, Ri +2	Ni +6, Po +4
66	Unusual Cargo	§	§	§	§

* These goods are sold individually and 1-6 are usually available. An android takes up 1 ton, colonial tractor 8 tons and agricultural equipment 5 tons.

§ Unusual cargo covers unique or highly unusual items, such as alien artifacts, high tech prototypes, stolen artwork of antiquity, or unique lifeforms. Such items often form the seed for an adventure.

DETERMINE PURCHASE PRICE

Determining the purchase price for speculative cargo is based on the results of a skill check. The results of this skill check represents the best possible offer the parties can reach under the current conditions.

Determining the purchase price: Broker, Intelligence or Social Standing, 1D6 kiloseconds, Average (+0).

The skill check is further modified by adding the largest Dice Modifier that applies from the Purchase DM column, subtracting the largest Dice Modifier that applies from the Sale DM column, and subtracting any Dice Modifiers from the supplier (such as their Broker skill). Some especially rich or powerful suppliers can demand high prices. In cases where multiple Purchase or Sale DMs apply, use only the largest ones from each column.

The referee should then consult the Purchase column of the Modified Price table, using the skill check result to determine the Purchase Price percentage. The final price of the speculative cargo is the Base Price multiplied by the Purchase Price percentage. The trader does not have to accept this price, but if he rejects the deal, then he cannot deal with that supplier again for at least one week. After that week, he may attempt a new skill check to determine the purchase price for those goods.

MODIFIED PRICE

Result	Purchase	Sale
2-	200%	40%
3	180%	50%
4	160%	60%
5	140%	70%
6	120%	80%
7	110%	90%
8	100%	100%
9	90%	110%
10	80%	120%
11	70%	140%
12	60%	160%
13	50%	180%
14	40%	200%
15	30%	300%
16+	20%	400%

LOCAL BROKERS

A speculative trader can hire a local broker to represent him in trade negotiations. This allows the merchant to use the broker's skill levels instead of their own, although that comes at a price in the form of a percentage of the final negotiated price, which must be paid even if the merchant decides not to sell his goods. The Local Broker table indicates the commission charged for a given skill level, as well as indicating what maximum skill levels are commonly available for a given class of starport.

LOCAL BROKERS

Skill Level	Commission	Notes
1	5%	Max for Class D or E Starport
2	10%	Max for Class C Starport
3	15%	Max for Class B Starport
4	20%	Max for Class A Starport

SELLING GOODS

Selling goods works just like purchasing goods, with the following changes: A character must find a buyer, instead of a supplier. The same rules apply. When selling goods, add the largest Sale DMs for the world trade code and subtract the largest Purchase DMs.

If a character does not accept the price offered for his goods, he must find another buyer or wait a week, in which case he may attempt a new skill check to determine the selling price.

SELLING SALVAGE

Items salvaged from spacecraft and colonial facilities can be sold like any other trade goods. The tonnage of a salvaged item should be derived from the Starship Construction rules in the **HOSTILE Setting** book. The base price is calculated using the salvage rules in the Space Travel chapter in this book. Sale DMs are based on the size of the world's starport; salvage cannot be sold on worlds with starport type E or X.

SALVAGE RE-SALE DMS

Starport	Sale DMs
A	0
B	-2
C	-4
D	-6
E, X	no

The Player As Broker: Successful speculation depends on the Broker skill, which is a good reason to have a corporate exec as part of your crew – it also helps if the crew has a knack for spotting lucrative trading opportunities when they arise. If working freelance, the player characters might even be offered a consignment of trade goods as payment for a mission – particularly out on the colonial frontier. A piece of salvage, some valuable alien eggs, a batch of stolen neurotoxin, a bag of fist-sized diamonds, all might end up in the player characters' possession and need to be sold on.

ENCOUNTERS 10

Random encounters offer players a sense of variety in their gaming experience. These colourful encounters often include individuals pursuing goals that are unrelated to those of the adventurers themselves.

From a roleplaying perspective, random encounters help create the illusion of a universe that exists outside of the adventurers' own experiences, thus creating a sense of verisimilitude.

Random encounters can typically be determined by rolling a D66 as and when the referee feels an encounter is appropriate or needed.

SPACE ENCOUNTERS

Typically, roll once on the trip out to the hyperspace point, and again on the trip in the destination system, from the hyperspace point to the destination world.

SPACE ENCOUNTERS

D66	Encounter
11-12	Ship Encounter if mainworld has an A class starport.
13-14	Ship Encounter if mainworld has an A or B class starport.
15-16	Ship Encounter if mainworld has an A, B or C class starport.
21-22	Ship Encounter if mainworld has an A, B, C or D class starport.
23-24	Ship Encounter if mainworld has an A, B, C, D or E class starport.
25-26	Ship Encounter if mainworld has a A, B, C, D, E or X class starport.
31	A distress call is picked up by the ship. ICO regulations demand such calls to be investigated, or a penalty will be made to the crew's final bonus payment. Make an Average Comms per hour roll to locate the signal.
32	Sensor operator may detect some type of wreckage.
33	An Average Comms roll reveals that a ship seems suspicious. Perhaps crewed by desperate miners, smugglers, shady salvors, rogue colonists, hijackers, or anti-corporate guerrillas. Failure means a surprise!
34-36	Ship Encounter
41	Strange readings on the bridge suggest there might be a stowaway. Make a series of Computer rolls to locate the source.
42	The ship computer is acting oddly. Why? Is it malfunctioning? Has it been reprogrammed? Make a series of Computer rolls to locate the trouble.
43	Fire in the cargo (or other) area.
44	Routine maintenance requires all crew to help replace a huge component.
45	Sensors are producing false readings. Or are they? If so, why?
46	Cargo has shifted due to compensator malfunction. Needs to be stabilized.
51	NPC Crewman becomes sullen, uncommunicative and makes mistakes, but will not discuss.
52	Captain runs a crew training session: see Shipboard Training Table.
53	Two NPC crew have a blazing and unresolved argument. It needs resolving!
54	Crewman is very ill, but the reason is a little mysterious.
55	An accident aboard ship requires repair and involves an injury to a crew-member. See Ship Malfunction Table.
56	Two NPC crewmen fall out and refuse to talk to, or work with, each other.
61-66	Ship Malfunction. Check the Ship Malfunction table.

SHIP ENCOUNTERS [A, B, C, D, E STARPORT]

2D6	Encounter
1	Resource Exploration Vessel
2	Mobile Drill Ship
3	Heavy Towship
4	Colonial Support Vessel
5	Petroleum Carrier
6	Bulk Cargo Carrier
7	Heavy Lift Shuttle
8	Modular Shuttle
9	Ship's Boat
10	Light Towship
11	Container Carrier
12	Executive Transport
13	Patrol Vessel
14	Gunboat
15	Military Shuttle
16	Vertical Assault Ship

If Military Base in that system: DM +2
If A or B Starport in that system: DM +2
If D or E Starport in that system: DM - 2

SHIP ENCOUNTERS [X STARPORT]

1D6	Encounter
1-3	Resource Exploration Vessel
4	Mobile Drill Ship
5	Expedition Lander
6	Colonial Support Vessel

SHIPBOARD TRAINING

2D	Training Duties
2	Nav Training
3	Fuel-Leak
4	Depressurization
5	Seminar on Procedures
6	Fire-fighting
7	Individual training

2D	Training Duties
8	Radiation Leak Drill
9	Anti-Hijack or Anti-Piracy
10	Computer Malfunction
11	Zero-G Training
12	Vacc Suit Operations

SHIP MALFUNCTION

D66	Malfunction	Skill Required
11	Airlock malfunction	Mechanical
12	Grav plates	Electronics
13	Water recycling	Mechanical
14	Computer glitch	Computer
15	Hypersleep chamber	Mechanical and Medical
16	Flooding	Mechanical
21	Fusion overheat	Engineering
22	Plasma leak	Engineering
23	Air recycling	Mechanical
24	Ship's Boat/Lifeboat/Auxiliary Craft drive	Engineering
25	Heating/Life support problems	Mechanical
26	Hyperdrive calibration	Electronics or Engineering
31	Security lock-outs	Computer
32	Long range sensor imaging	Electronics or Comms
33	Sensor hardware failure	Electronics and Comms
34	Hull stresses	Mechanical
35	Micrometeoroid strike, 1D6 damage	-
36	Hyperdrive field generator	Engineering
41-42	Hyperdrive initiation trigger	Engineering
43	Fuel pump problem	Engineering or Mechanical
44	Autodoc malfunction	Computer and Medical
45	Radiation leak	Engineering
46	Fusion plant sensor failure	Electronics
51	Plasma coil replacement	Engineering
52	Computer core failures	Computer
53	Bridge instrument display glitch	Electronics or Computer
54	Inertial compensators failing	Electronics
55-56	Manoeuvre drive	Engineering
61	Fuel pump problem	Engineering or Mechanical
62	Bay-door jamming	Mechanical
63	Coolant leak	Engineering
64	Undercarriage stress weakness	Mechanical
65	Kitchen malfunction	Mechanical
66	Waste disposal problem	Mechanical

Fixing a Malfunction

Roll Average Engineering skill every hour to diagnose the problem. Once diagnosed, roll 1D6+5 as a target number for repair and use the 'Skill Required' as a positive DM. Each attempt requires 1D6+1 hours of work; there should be tools and spares on-board. An Exceptional Failure (failed by six or less) means the malfunction cannot be fixed at all without outside help. Several skilled crewmen may help. One is the leader and makes the skill roll. One or two assistants can make their rolls, providing a +1 DM if succeeding, or a -1 DM if failing their skill roll. Failure to address a malfunction may have dire (or just annoying) consequences later on …

STARPORT ENCOUNTERS

D66	Starport Event
11	Starport Shutdown for 1 week. Issue is a labour dispute, accident, quarantine or security problem.
12	Your cargo is in the wrong place (either waiting for loading, or just unloaded by you) and your ship can't wait till whenever for it to be moved. Will Bribery or Admin help ?
13	Your ship or ship's crew are in trouble, perhaps legally, perhaps personally or perhaps mechanically. They may need assistance.
14	Customs - Roll 5+ for the cargo to clear customs. If not, there may be a 1 week delay. Is there a way around it? An Average (0) Admin roll will find a loophole.
15	Red Tape - Transfer papers contain irregularities. Bribery or Admin might help.
16	Security - Security at starports is always high, you and your cargo are searched. The search will throw up some issue to do with your cargo or luggage you were unaware of on a 6 on 1D6. Arrest? Detention? Week-long delay? Roleplay the results.
21	Meet a fellow traveller as a potential contact. When met again, they may either offer assistance or ask for your help.
22	One of your contacts needs your financial, legal, administrative or personal help
23	Your cargo is pilfered or suffers some minor damage.
24	Asteroid miners in port cause trouble all week for port officials and other travellers.
25	Meet a minor celebrity/business leader in the company of a couple of aides/guards.
26	Port personnel confuse you with someone else; roll 1D6 and on 1-3 this is good, on 4-6 it is bad. A quick ID check should sort it out – shouldn't it?
31	A ship has limped into port this week with damage and crew casualties.
32	Meet one of your contacts – they are desperate for help.
33	Find a great hang-out/bar/cafe/restaurant at the port. Perfect for hiding away, making deals or wooing someone.
34	Mysterious ship landed at the port, no-one allowed to see it or go near it, though there are plenty of rumours around.
35	Commercial ship crew arrested and their ship seized.
36	Someone needs to get off-world fast ... but it's not as simple as that ....
41-43	One of your skills is recognized by a port employee ... they have a little problem, could you help them with it?
44	You are approached to smuggle illegal goods off-planet. If you accept, make Average Bribery roll to succeed. There may be other complications. If you refuse you may make an enemy of the smuggler.
45	A corporate ship is in port, it's personnel are looking for someone - or something.
46	A military ship in is port causing a variety of problems for travellers.
51-53	Meet a fellow traveller as a potential contact. When met again, they may offer assistance, or ask for your help.
54-56	Meet one of your contacts.
61-66	Nothing out of the ordinary occurs. What a relief!

COLONY ENCOUNTERS

A significant or memorable colonial encounter could happen once per day if the referee so chooses. Or the referee can roll for an encounter any time he feels that it is appropriate.

Small Colonies (Population 4-)

SMALL COLONY ENCOUNTERS

D66	Encounter
11	Colonial leader talking with operations team
12	Computer technicians at work
13	Corporate android
14	Starship crew off-duty
15	Supplies being delivered/off-loaded
16	Colonial workers off-duty
21	Family members socializing
22	Medical emergency
23	Colony manager with his deputy
24	Argument raging in public
25	Investigator for the corporation
26	Miners just coming off-shift
31	Visitors have arrived from another colony
32	Security cordon
33	Mysterious official
34	Miners off-duty
35	Technicians at work
36	Technicians at work

D66	Enounter
41	Workers about to go on-shift
42	Drunk, partying colonists
43	Kids playing
44	Administrator carrying out checks
45	Colonial Marshal on a case
46	Hot-shot shuttle pilot
51	Off-world official, missing home
52	Corporate official watching the figures
54	Senior engineers struggling with a problem
55	Scientists at odds with one another
56	Drug dealers at work
61	Gossip is overheard
62	Colonist threatening another
63	Accident about to occur
64	Meeting of managers
65	Damage to the colony structure needs repair
66	Maintenance crew about to repair something

Large Colonies (Population 5+)

LARGE COLONY ENCOUNTERS

D66	Encounter
11	Crime. Roll equal or under law level to avoid a random non-lethal crime costing you $200 x 1D6.
12	Roll on Colourful Locals table.
13	Sudden weather change may affect travel plans
14	Political coup or revolution causes chaos, for travel, security and trade.
15	Sudden restriction on movement, unless you can find a way to avoid it
16	A patron wants to hire your services.
21	Invited to a posh function
22	Ruined structure holds your interest
23	Discover a landed spacecraft. Why is it there?
24	Interesting or potentially dangerous encounter with some local wildlife.
25	Overhear some scandal about a local big-shot (politician/gangster/corporate/celebrity)
26	Holiday or festival celebrations slow things down, but become an enjoyable diversion.
31	Job comes up that will last up to three days and pay $2000 plus 1D6 x $500.
32	The local community is either not what it seems, or very welcoming
33	Discover a wonderful little-known retreat, a place to relax - or to hide.
34	Security check. Roll the Law Level or less to avoid a complete check of papers and a search of belongings and vehicle.
35	Patron offers you a short-term courier job.
36	Transport delays
41	Meet a fellow traveller as a potential contact. Roll on reaction table to make their acquaintance. Record the reaction result. Require a result of 6+ (neutral) for a friendship. When met again, roll reaction result or less for assistance. Roll on the Patron table to determine their identity.
42	Crime. Roll equal or under law level to avoid a random non-lethal crime costing you $200 x 1D6.
43	Harassed by a group of locals. Roll on Colourful Locals table.
44	Learn a secret on planet, political, corporate, etc. you can profit from this, if you decide. If so, roll Streetwise to get away with it and gain 1D6 x $1000, fail and face being arrested, pursued or shipped off planet.
45	Pick up a rumour of some missing fortune out in the wilderness.
46	You are offered the chance to make extra money at a job lasting one day and paying $1000, or a favour.
51	Find yourself travelling with a group of interesting locals, gain useful information about the world.
52	Local crisis; bush-fire, earthquake, hurricane, rioting.
53	Investment opportunity arises on some local planetary business venture; you may gamble a multiple of $1,000 up to $10,000. Roll Gambling 8+ or Broker 8+ and if you succeed you gain half-again in profit, if you fail you lose your stake. The result occurs by the end of the week.
54	Colourful Locals make life hell for you (see sub-table).
55	You are offered the chance to take part in a risky but rewarding venture by a Patron.
56	Introduced to local entertainments, spending hundreds of credits ($100 x 1D6) but gaining a friend and memories of a good time!

61	Job opportunity comes up that will last up to three days and pay $1000 plus 1D6 x $100. Roll on the patron tables.
62	You get ill. Roll 1D6, on 1-3 it is some bizarre local disease requiring an expensive local doctor who will cost you $600, otherwise you are bedridden each day till you successfully roll End 10+
63	You are approached to smuggle illegal goods off-planet. If you accept, roll Bribery 8+ to succeed. There may be other complications. If you refuse you may make an enemy of the smuggler.
64	Meet a local as a potential contact. Record the reaction result. Require a result of 8+ for a friendship. When met again, roll reaction result or less for assistance. Roll on Patron table to determine their identity.
65	Embroiled in legal trouble. A Lawyer with Admin 8+ roll will sort out the problem quickly, otherwise you may have to resort to bribery or other methods to get out of the situation.
66	Another off-worlder befriends you, they are in a spot of bother it soon transpires, would you help? There may be payment, or a favour.

COLOURFUL LOCAL ENCOUNTERS

D66	Individuals
11	Corporate Agents
12	Starship Crew
13	Ambushing Thieves
14	Doctor
15	Thugs
16	Miners
21	Drunken Crew
22	Fugitives
23	Colony Officials
24	Crime Syndicate Gangsters
25	Hunters and Guides
26	Law Enforcers on Patrol
31	Sex Workers
32	Maintenance Crew
33	Trade Team
34	Military Personnel on Leave
35	Corporate boss with Retinue
36	Farm workers

D66	Individuals
41	Union Activist
42	Potential Patron
43	Public Demonstration
44	Religious Fanatics
45	Reporters
46	Researchers
51	Marshal & Deputies
52	Security Troops
53	Android
54	Colonial Defence Patrol
55	Street Vendors
56	Technicians
61	Colonists
62	Proles
63	Traders
64	Investigators
65	Workers
66	Player's Choice

INFLUENCING ATTITUDES

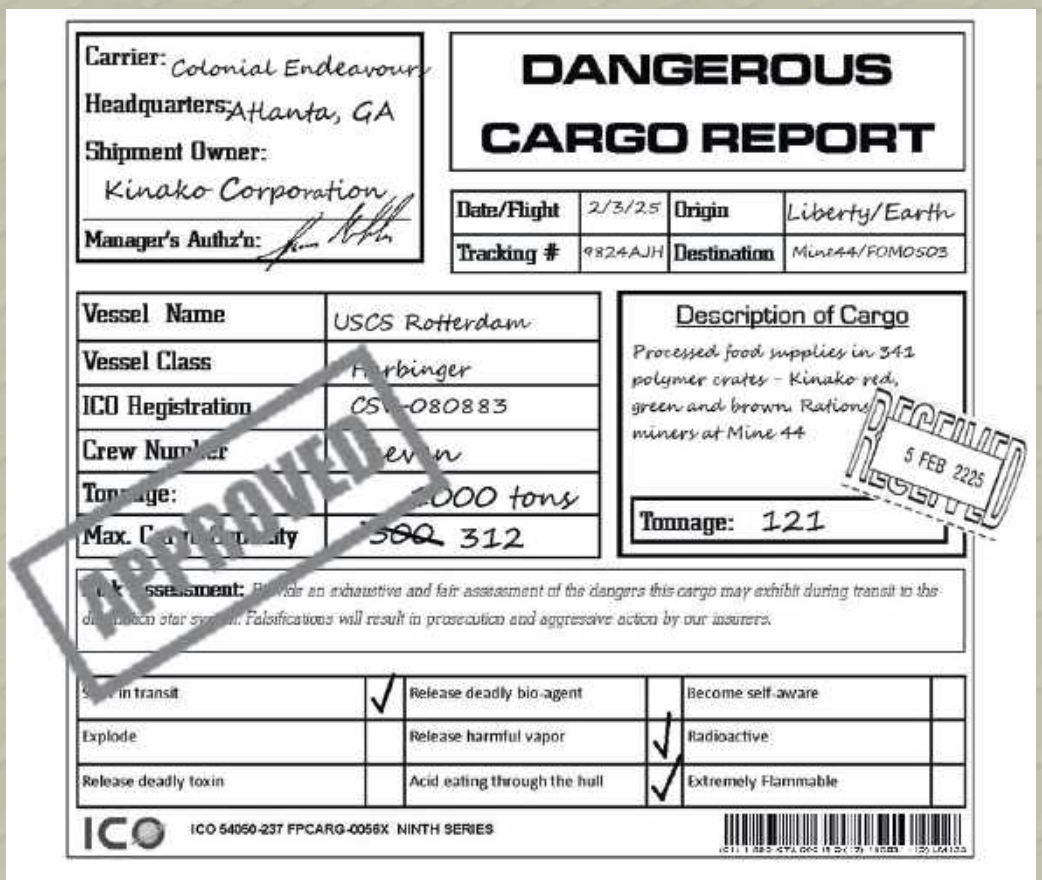
The referee determines the starting attitude of any non-player character the characters encounter during the game, or he can roll randomly if desired. The characters can then try to influence the character's attitude using Social Standing and various interaction skills, such as Liaison and Carousing. The Attitude Descriptions table describes the effects of character attitudes.

ATTITUDE DESCRIPTIONS

2D6	Reaction	Description
2-3	Hostile	NPC will actively work against the PCs.
4-5	Guarded	NPC does not trust the PCs. Will show no favours.
6-8	Neutral	Treats PCs like everyone else. Unconcerned.
9-10	Friendly	There is some point of connection or common interest. They may show some favour to the PCs.
11-12	Allied	NPC finds a common cause with the PCs and show favour, assist or help further the cause of the group.

Characters can attempt to improve an NPC's attitude, using a Difficult (-2) Social Standing-based check using an appropriate skill, usually Liaison. With a success, the character's attitude is improved by one step; with an exceptional success, the attitude improves by two steps.

Note that a particularly bad influence check can actually make a character's attitude worse. On an exceptional failure, the character's attitude shifts one step towards Hostile. In general, a character can attempt to influence another character only once in any given scene.


Carrier: Colonial Endeavour
Headquarters: Atlanta, GA
Shipment Owner: Kinako Corporation
Manager's Authz'n:
DANGEROUS CARGO REPORT
Date/Flight 2/3/25
Origin Liberty/Earth
Tracking # 9824AJH
Destination Mine44/FOMOSO3
Vessel Name USCS Rotterdam
Vessel Class Harbinger
ICO Registration CSV-080883
Crew Number Seven
Tonnage: 2000 tons
Max. Capacity 300 312
Description of Cargo
Processed food supplies in 341 polymer crates - Kinako red, green and brown Rations for miners at Mine 44
Tonnage: 121
RECEIVED 5 FEB 2225
APPROVED
Assessment: Provide an exhaustive and fair assessment of the dangers this cargo may exhibit during transit to the destination star system. Falsifications will result in prosecution and aggressive action by our insurers.
Explode in transit ✓
Release deadly bio-agent
Become self-aware
Explode
Release harmful vapor ✓
Radioactive
Release deadly toxin
Acid eating through the hull ✓
Extremely Flammable
ICO
ICO 54050-237 FPCARG-0056X NINTH SERIES

PATRON ENCOUNTERS

A patron is a non-player character that gives financial or other support to a person, organization, cause, or activity. Referees can use patrons as a tool to engage player characters in adventures. Patron encounters represent the beginning of an open-ended adventure idea. The patron provides the mission that serves as the basis for an adventure, as well as the reward for successfully completing it. The referee may roll a D66 on the Patron Identity, Mission and Target tables to create a scenario outline.

1 - Patron Identity

D66	Patron
11	Junior Military Officer
12	Reporter
13	Wilderness Ranger
14	Soldier
15	Diplomat
16	Senior Military Officer
21	Noble
22	Marine NCO
23	Asteroid Miner
24	Corporate Bureaucrat
25	Starport Official
26	Colonial Farmer
31	Assassin
32	Avenger
33	Trader
34	Rogue
35	Professor
36	Gangster

D66	Patron
41	Corporate Official
42	Scientist
43	Spy
44	Broker
45	Technician
46	Financier
51	Government Official
52	Survey Scout Captain
53	Doctor
54	Corporate Boss
55	Local Colonial Defence Officer
56	Navigator
61	Smuggler
62	Researcher
63	Engineer
64	Private Military Contractor
65	Police Officer
66	Starship Owner

2 – Patron Mission

D66	Mission
11	Explore a moon or asteroid
12	Explore ruins
13	Salvage
14	Survey area
15	Capture animal
16	Hijack vehicle or ship
21	Assassination
22	Theft
23	Steal
24	Burglary
25	Blackmail
26	Discredit
31	Investigate Theft
32	Investigate Murder
33	Investigate Mystery
34	Investigate Accident
35	Research a target
36	Spy on a Location

D66	Mission
41	Protect someone
42	Assist someone
43	Rescue someone
44	Join Expedition
45	Infiltrate Group
46	Find Missing Ship
51	Find Missing Goods
52	Join Expedition
53	Provide Protection on a Journey
54	Trick Someone
55	Bribe
56	Sabotage
61	Find Missing Person
62	Transport Special Item
63	Transport Illegal Goods
64	Transport Data
65	Transport Dangerous Cargo
66	Transport Person

3 - Target of the Mission

D66	Mission Target
11	Executive Transport
12	Cargo Ship
13	An innocent and oblivious person
14	Military Patrol Ship
15	Cargo Ship
16	VIP's Private Quarters
21	Biological Sample
22	Chemical Canister
23	Data Card or Disc
24	Money or Bonds
25	Prototype
26	Weapon
31-33	Illegal Cargo
34-36	Legitimate Cargo

D66	Mission Target
41	Remote Outpost
42	Orbital Station
43	Starport
44	City Building
45	Underground Vault or Bunker
46	Nightclub
51	Crime Gang
52	Corporation
53	Intelligence Agency
54	Media Corporation
55	Colonial Government
56	Local Police Unit
61-63	Remote Asteroid Base
64-66	Two targets, roll twice

TRAVELLING ACROSS PLANETS

At times, the characters may have to travel across the surface of an alien moon or planet. This section provides guidelines for travel in some sort of All-Terrain Vehicle (ATV), as well as by foot.

Using a Map

The World Grid Map (see Appendix) attempts to map an entire planet on a single sheet, treating the planetary globe as a 20-sided icosahedron, laid out flat. The map divides the globe up into 500 hexagons (referred to from this point on as 'hexes'). These 500 Regional Hexes are themselves subdivided into smaller Local Hexes. How big is each hex? It all depends on the diameter of the planet in question, for a World Grid Map of Earth, each hex is roughly 1200 km across; for a World Grid Map of Mars, each hex is approximately 540 km across. The table that follows provides the size of these hexes for all sizes of world. Earth is Size 8, for example, whilst Mars is Size 4. A blank Regional Hex Map is included in the Appendix.

Terrain Types

Each hex will be dominated by a single terrain type (the physical landscape and the type of vegetation) and can be marked with a logo or colour to identify that terrain; there may be other terrains within that hex, but the terrain type appearing on the map predominates.

REGIONAL HEX SIZE

World Size	World Diameter (km)	Regional Hex (km)
0	800	70
1	1,600	130
2	3,200	300
3	4,800	450
4	6,400	550
5	8,000	700
6	9,600	850
7	11,200	1000
8	12,800	1200
9	14,400	1300
10	16,600	1450
11	17,600	1600
12	19,200	1700
13	20,800	1900
14	22,400	2000
15	24,000	2150
16	25,600	2300

For more detail concerning hexes, terrain types and encounters within hexes, see the **HOSTILE** wilderness survival guide called **Dirtside**.

Travel Checklist

1 Check Damage - What is the environment like, what protection is needed and what damage can it do to the traveller? Refer to **Chapter 4: Hazards**, for this information.

2 Starting Hex - For reasons to do with plot and situation, the travellers begin their cross country journey in one specific hex.

3 Time in Hex – Travel time through a hex is based on speed of travel and the size of the hex. Two speeds are possible, ATV Speed and Walking Speed. For those in an ATV, a travel period lasts 10 hours or so, for those walking or riding, a travel period is one week.

4 Roll an Event Each Travel Period - Each day (or hex, referee's decision), the characters may encounter a single interesting or difficult situation (an Event). The Event will be rolled randomly by the referee and will be encountered at some point during the travel or rest period.

What's The 'Going' Like?

- Slow Going usually covers steep mountainous terrain and thick jungle-type environments. Hard, exhausting and frustrating progress made.

- Hard Going usually covers rocky ground, hills and other broken terrains (such as glaciers, forest, marsh, swamp, sand seas or deep snow)

- Easy Going usually covers flatter terrains, including savannah, tundra, cultivated lands, grasslands, rocky deserts, wide river

Terrain 'Going'	ATV	Walking
Easy Going	100 kph	50 km/day
Hard Going	50 kph	40 km/day
Slow Going	25 kph	20 km/day

CHANCE OF ENCOUNTER

Terrain	'Going'	Chance of Event (2D6)
Desert	Easy	8+
Dune Sea	Hard	11+
Forest	Hard	7+
Jungle	Slow	5+
Mountain	Slow	5+
Ocean	Slow	11+
Polar	Easy	7+
Plain	Easy	8+
Rugged	Hard	8+
Steppe	Easy	7+
Tundra	Easy	8+
Volcanic	Hard	7+
Wetland	Hard	5+

TRAVEL EVENTS

3D6	Colony World	Uninhabited World	Example
3-4	Abandoned shelter or equipment	-	May be valuable, useless or wrecked…
5-6	Survey scouts	-	Scientific or corporate exploration team with temporary camp and vehicle.
7	Colonist	-	Lone traveller either on foot or in a vehicle.
8-9	Workers	-	Colony workers, either logging, farming, mining, drilling or prospecting with appropriate infrastructure and vehicles.
10	-	-	-
11	Obstacle	Obstacle	Travel half speed for the Travel Period due to rough ground, impenetrable vegetation, etc.
12	Weather	Weather	Extreme temperature change, rainstorm, blizzard, dust storm, etc.
13	Animal	Animal	Some worlds are airless or otherwise hostile to lifeforms, the referee should decide if life exists. See Animal Encounters, p. 192.
14	Unstable	Unstable	Ground needs negotiating with skill and care: quicksand, ice, soft sand, mud, etc.
15-16	Crossing	Crossing	A barrier to travel (river, canyon, etc.) must be negotiated, taking 1D6 hours and various skill rolls.
17-18	Diversion	Diversion	A feature impossible to negotiate (a deep gorge, escarpment, etc.) forces travellers in an undesirable direction for the Travel Period.

5 Other Activities - Following each travel period, the referee should ask the players what other activities their characters will be engaged in. The scenario may involve the travellers searching for something which will significantly slow down the expedition. To search a hex, the player characters must spend a period of time equal to a standard transit of that hex. The referee should make the search roll using 2D6, with a successful search on a result of 12+; for each additional search period apply a +1; if searching by air +1 and if the hex is wracked by storm or blizzard, apply a -4.

If the scenario involves pursuit or escape, then once per hex the referee should roll 2D6 and on a '10' result, either the characters catch up with the bad guys, or the bad guys catch up with the characters (as appropriate). The encounter may be one sided.

6 Continuing Direction - Referees should check with the players how they intend to proceed, particularly as they are about to leave a hex and enter another.

7 Time and Distance - The referee should keep a track of all elapsed time and make a note of the vehicle's fuel consumption (if relevant). Modern ATVs have roof-mounted solar panels allowing the vehicle to travel at 60 kph in sunny conditions and at 20 kph in duller conditions. The panels provide enough energy to power a fuel processor, should the Armadillo be completely out of hydrogen fuel. The combination of fuel cell, solar panels and fuel processor means that the ATV has virtually unlimited range on a wide range of planetary surfaces.

ANIMAL ENCOUNTERS

The deadly and threatening nature of the **HOSTILE** universe extends also to alien life. A lot of alien fauna is benign, of course, life forms surviving as best they can in their own ecosystem, but often these critters rub Man up the wrong way. Some attack human vehicles thinking they are mates, some creatures are parasitic much like Earth-like leeches, some others attack human colonists on sight should they wander into the creature's territory. Although the precise nature of 'xeno-fauna' may change, and they may prove quite alien to ordinary experience, most will conform to the broad classifications given below. A referee may choose to establish his own ecological system on a specific world, ignoring the encounter system outlined here. These rules focus primarily on ecological niche, general size, hits and damage inflicted.

Animal Types

Nearly all animals may be classified into four basic categories: herbivore, omnivore, carnivore, and scavenger. Specific definitions for these terms are provided in a later section of these rules, and differ from the precise scientific definitions in current use. Within each category, a variety of animal types exist, based on specific feeding/hunting habits; examples of this concept are grazers, chasers, and pouncers. Animals which are encountered may be further classified into various categories and types, and specific attack and defence mechanisms determined. The resulting description indicates the actions an animal will take without resorting to such confining labels as bear or tiger. While a referee may well elect to use such names, this system also allows the players freedom to encounter truly alien beasts as well.

Planetary Themes

A world's ecology can be extremely diverse. However, the referee may elect to implement specific themes on a planetary basis, to create consistency and flavour in presentation. Distinctive features help make each world stand out to the players as unique experiences. These could range from basic symmetry to reproductive methods (and the associated genders), from the number of limb pairs to the common sensory organs. The implementation of a planetary theme lies at the discretion of the referee.

Step One: Choose a Terrain

Terrain has an impact on the type of animals one might encounter. Giant aquatic creatures are not found in forests, after all, nor are feathered flying creatures found flying at the bottom of the ocean. The first step in the rules for creating animals in **HOSTILE** is to choose the creature's terrain, as terrain can have a significant impact on an animal's statistics.

The Terrain DM Chart details modifiers for animal subtypes and sizes, In addition, the result of 1D6 determines the basic movement for a given creature (A for Amphibious, F for Flight, S for Swimming, and W for Walking). Some movement codes have a number after them; these are an additional Size DM for the animal.

Step Two: Determine the Animal's Type and Subtype

The referee should then determine the animal's type and subtype. If the referee is building up an encounter table, the animal's type is obvious: the type necessary to fill in this entry on the encounter table. Otherwise, the referee must choose an appropriate type: Carnivore, Herbivore, Omnivore or Scavenger. The referee might also roll on the 1D6 Animal Encounter Table Template to randomly choose an animal type. Once the animal type has been determined, the referee rolls 2D6 and adds in the terrain's Subtype DM. After that, the referee consults the Subtype by Animal Type table under the column of the animal's type to determine the animal's subtype.

TERRAIN DMs

Terrain	Subtype DM	Size DM	1	2	3	4	5	6
Clear	+3	-	W	W	W	W	W+2	F –6
Plain or Prairie	+4	-	W	W	W	W +2	W +4	F –6
Desert (hot or cold)	+3	–3	W	W	W	W	F –4	F –6
Hills, Foothills	-	-	W	W	W	W +2	F –4	F –6
Mountain	-	-	W	W	W	F–2	F –4	F –6
Forest	–4	–4	W	W	W	W	F –4	F –6
Woods	–2	–1	W	W	W	W	W	F –6
Jungle	–4	–3	W	W	W	W	W +2	F –6
Rainforest	–2	–2	W	W	W	W +2	W +4	F –6
Rough, Broken	–3	–3	W	W	W	W +2	F –4	F –6
Swamp, Marsh	–2	+4	S –6	A +2	W	W	F –4	F –6
Beach, Shore	+3	+2	S +1	A+2	W	W	F –4	F –6
Riverbank	+1	+1	S –4	A	W	W	W	F –6
Ocean shallows	+4	+1	S +4	S +2	S	S	F –4	F –6
Open ocean	+4	–4	S +6	S +4	S +2	S	F –4	F –6
Deep ocean	+4	+2	S +8	S +6	S +4	S +2	S	S –2

SUBTYPE BY ANIMAL TYPE

2D6	Herbivore	Omnivore	Carnivore	Scavenger
1 or less	Filter	Gatherer	Pouncer	Carrion-Eater
2	Filter	Eater	Siren	Reducer
3	Intermittent	Gatherer	Pouncer	Hijacker
4	Intermittent	Eater	Killer	Carrion-Eater
5	Intermittent	Gatherer	Trapper	Intimidator
6	Intermittent	Hunter	Pouncer	Reducer
7	Grazer	Hunter	Chaser	Carrion-Eater
8	Grazer	Hunter	Chaser	Reducer
9	Grazer	Gatherer	Chaser	Hijacker
10	Grazer	Eater	Killer	Intimidator
11	Grazer	Hunter	Chaser	Reducer
12	Grazer	Gatherer	Siren	Hijacker
13 or more	Grazer	Gatherer	Chaser	Intimidator

Step Three: Note Modifiers and Skills by Subtype

Terran creatures that exemplify these specific subtypes are noted in brackets after the name. The referee should make note of the characteristic modifiers and skills that are noted after the description – the exact level of skills varies depending on the particular creature.

Carrion-Eater (vulture): Scavengers which wait for all other threats to disperse before beginning. Carrion-eaters have Recon+1. Int +1.

Chaser (wolf): Animals which kill their prey by attacking and exhausting it after a chase. Chasers have Dexterity +4, Int +1, Pack +2.

Eater (army ant): Eaters will eat anything they encounter, including characters. Endurance +4. Pack +2.

Filter (earthworm): Herbivores which pass their environment through their bodies are termed filters. Unlike grazers, which move to food, filters move a flow of matter through themselves and filter out the food. Endurance +4.

Gatherer (raccoon, chimpanzee): Gatherers are herbivores that collect and store food. Gatherers have Recon+1. Pack +2.

Grazer (antelope): Grazers move from food source to food source, often in large packs. Their primary form of defence tends to be fleeing danger. Pack +4.

Hijacker (lion): Scavengers which steal the kills of others through brute force or weight of numbers are hijackers. Strength +2, Pack +2.

Hunter (baboon): Opportunistic predators that stalk easy prey. Hunters have Survival+1. Int +1.

Intermittent (elephant): Herbivores that do not devote their entire time to searching for food. Intermittents have Pack +4.

Intimidator (coyote): Scavengers which establish their claim to food by frightening or intimidating other creatures.

Killer (shark): Carnivores that possess a raw killing instinct, attacking in a frenzied manner. Killers have either Strength or Dexterity +4 and Pack –2.

Pouncer (cat): Pouncers kill by stalking and ambushing their prey. Pouncers have Recon+1, Dexterity +4 and Int +1.

Reducer (vermin): Reducers are scavengers that act constantly on all available food, devouring even the remains left by other scavengers. Pack +4

Siren (Venus fly-trap): Sirens create a lure to attract prey. Usually, this lure will be specific to the species the siren preys on, but some rare lures are universal. Pack –4.

Trapper (spider): An animal which allows its prey to enter a trap. Generally, any creature surprised by a trapper is caught in its trap. Pack –2.

Step Four: Determine Animal Size and Characteristics

For each creature, roll 2D6 for its Size and apply any Size DMs based on terrain and movement. The creature's Size determines its Weight, Strength, Dexterity and Endurance; for example, a roll of 7 means that the creature has a mass of 100kg, a Strength score of 3D6, a Dexterity score of 3D6 and an Endurance of 3D6.

Intelligence for most animals is 0. Roll 2D6+DMs for the animal's Pack. To determine the number appearing value, consult the Number Appearing by Pack Characteristic Score table.

All animals have at Natural Weapons 0, Recon 0, and Survival 0, and some will have a level-1 skill as listed in their behaviour.

ANIMAL SIZE

2D6	Weight (kg)	Strength	Dexterity	Endurance
1 or less	1	1	1D6	1
2	3	2	1D6	2
3	6	1D6	2D6	1D6
4	12	1D6	2D6	1D6
5	25	2D6	3D6	2D6
6	50	2D6	4D6	2D6
7	100	3D6	3D6	3D6
8	200	3D6	3D6	3D6
9	400	4D6	2D6	4D6
10	800	4D6	2D6	4D6
11	1,600	5D6	2D6	5D6
12	3,200	5D6	1D6	5D6
13	5,000	6D6	1D6	6D6
14	10,000	6D6	1D6	6D6
15	15,000	7D6	1D6	7D6
16	20,000	7D6	1D6	7D6
17	25,000	8D6	1D6	8D6
18	30,000	8D6	1D6	8D6
19	35,000	9D6	1D6	9D6
20 or more	40,000	9D6	1D6	9D6

Step Five: Determine Animal's Weapons, Armour and Base Speed

Roll 2D6 separately for the animal's Weapons, armour and base speed.

Weapons: When generating weapons, roll 2D6 and consult the Animal Weapons table. Add a +8 DM if the animal is a Carnivore, and a +4 if it is an Omnivore; subtract a –6 DM if the animal is a Herbivore. Scavengers automatically have Teeth in addition to any other weapons. If a number is present after the Weapons type, then add that number to the number of damage dice the creature rolls. Damage from attacks depends on the creature's Strength score, as shown in the Damage by Strength table.

Armour: When generating an animal's armour, roll 2D6-7, and add the animal's Size result (the die roll result that determined the animal's size, not the actual weight of the animal.) Add a +4 DM when rolling for armour if the animal is a Herbivore, and a +2 if it is a Scavenger; apply a –2 DM if the animal is a Carnivore. Also, Flyers suffer a –2 DM when determining armour. Consult the Animal Armour table for the animal's armour rating.

Base Speed: An animal's base speed is determined by generating a Speed Multiplier, as per the Animal Speed Multiplier by Subtype table, and multiplying that by **6m**, which is the base speed of animals in meters per combat round. If an Animal Speed Multiplier value falls below the value found in the Minimum Speed column, round it up to the Minimum Speed value.

ANIMAL WEAPONS

2D6	Weapons
1 or less	Hooves
2	Hooves and Horns
3	Horns
4	Hooves and Teeth
5	Horns and Teeth
6	Thrasher
7	Claws
8	Teeth
9	Claws and Teeth
10	Claws +1
11	Stinger
12	Teeth +1
13	Claws +1 and Teeth +1
14	Claws +1 and Stinger +1
15	Claws +2
16	Teeth +2
17	Claws +2 and Teeth +2
18	Claws +2 and Stinger +2
19 or less	Projectile

ANIMAL ARMOUR

2D6	Armour Rating
3 or less	0
4-5	1
6-7	2
8-9	3
10-11	4
12-13	5
14-15	6
16+	7

DAMAGE BY STRENGTH

Strength	Damage
1–10	1D6
11–20	2D6
21–30	3D6
31–40	4D6
41–50	5D6
51–60	6D6
61-70	7D6
71-80	8D6
81-90	9D6
91+	10D6

ANIMAL SPEED MULTIPLIER BY SUBTYPE

Type	Speed Multiplier	Minimum Speed
Carnivore		
Chaser	1D6-2	2
Killer	1D6-3	1
Pouncer	1D6-4	1
Siren	1D6-4	0
Trapper	1D6-5	0
Herbivore		
Filter	1D6-5	0
Grazer	1D6-2	2
Intermittent	1D6-4	1
Omnivore		
Eater	1D6-3	1
Gatherer	1D6-3	1
Hunter	1D6-4	1
Scavenger		
Carrion-eater	1D6-3	1
Hijacker	1D6-4	1
Intimidator	1D6-4	1
Reducer	1D6-4	1

Animal Reactions in Encounters

When characters disturb an animal or otherwise draw attention to themselves while within its territory roll 2D6 and consult the Animal Reactions by Subtype table. If the result on the table is neither attack nor flee, then the animal stands still until provoked again, in which case roll again.

ANIMAL REACTIONS BY SUBTYPE

Type	Attack	Flee
Carnivore		
Chaser	If the chasers outnumber the characters, they attack.	5-
Killer	6+	3-
Pouncer	If the pouncer has surprise, it attacks.	If the pouncer is surprised, it flees.
Siren	If the siren has surprise, it attacks.	4-
Trapper	If the trapper has surprise, it attacks.	5-
Herbivore		
Filter	10+ if possible	5-
Grazer	8+	6-
Intermittent	10+	4-
Omnivore		
Eater	5+	4-
Gatherer	9+	7-
Hunter	If the hunter is bigger than at least one character, then it attacks on a 6+. Otherwise, it attacks on a 10+	5-
Scavenger		
Carrion-eater	11+	7-
Hijacker	7+	6-
Intimidator	8+	7-
Reducer	10+	7-

Universal Animal Format

The following format is used to represent animal's basic game statistics in the **HOSTILE** rules.

Name: FLYING CRITTER			Subtype: EATER/OMNIVORE		
Wt: 6kg	Str: 6 (0)	Dex: 10 (+1)	End: 5 (-1)	Int: 0 (-2)	Armour: 1
No. Appearing: 1		Speed: x3		Skills: -	
Weapons: claws (2D6)				Terrain: Hills	
Attack: 5+		Flee: 4-		Locomotion (W/F/S/A): F	
Notes: A flying creature living in hilly terrain; a tough alien pest that loves to shred things and eat them.					

Creating Encounter Tables

The system for creating animals in the **HOSTILE** rules can be used to generate creatures on the fly. However, the system works best when the referee prepares an encounter table for each terrain likely to be encountered. This not only gives the referee statistics for wilderness adventuring, but also provided a large amount of potential background data for expanding the world.

To create an encounter table, first the referee should select a table format. Although an encounter table can be in whatever format the referee desires, the two formats most commonly used are represented in these rules as the 1D6 Animal Encounter Table Template and the 2D6 Animal Encounter Table Template. Note that the templates only provide an animal's type (carnivore, herbivore, omnivore or scavenger). Each entry should be generated in turn.

ANIMAL ENCOUNTER TABLE

1D6	Animal Type
1	Scavenger
2	Herbivore
3	Herbivore
4	Herbivore
5	Omnivore
6	Carnivore

Using the Encounter Tables

Animal encounters occur as an event on the Travel Events table (p. 191). If that table is not being used by the referee, then he may check for an encounter once while the player characters are travelling and once while they are halted (for rest, exercise, encampment, or whatever). There is a one-third chance (5+ on 1D6) that an animal encounter will occur in any of the specified terrain types. The referee may choose to modify this frequency depending on planetary or local conditions.

In addition, specific encounters at specific locations are always possible. For example, the referee may already have populated a location (perhaps a ruin) with specific animals. These are not subject to normal random encounter rules. By their lifeless nature, vacuum worlds (and any other world without life do not have animal encounter tables).

ANIMAL ENCOUNTER TABLE

2D6	Result
2	Scavenger
3	Omnivore
4	Scavenger
5	Omnivore
6	Herbivore
7	Herbivore
8	Herbivore
9	Carnivore
10	Omnivore
11	Carnivore
12	Carnivore

EXOMORPHS – ALIEN HORRORS

The universe can serve up some truly awful horrors - alien creatures that can only be described as killing machines, perfect organisms that are tough, resilient to punishment and absolutely and forensically dedicated to the eradication of human life. And yes, these things exist out there amongst the cold stars, and most of them have not been discovered yet. Pray you are not one of the humans who discovers (or should that be 'triggers') one of these super-predators. Writers and directors have used various plotting techniques to transform what is, essentially, 'an animal' into a horrific monster with a great psychological impact. Here are a few techniques:

- The alien seems virtually unkillable. Guns don't work, fire doesn't work. What does?
- A rare natural phenomenon ends the hibernation of hundreds of these creatures. The writers of *Pitch Black* and *Riddick* used a rare and long-lasting solar eclipse and a rainstorm, in those respective movies.
- The creature lives within or replaces human beings. In this way it is invisible and can masquerade as a friend – when it is actually a fiend.
- The alien doesn't kill you – no, it does far more horrific things to you. Egg-Laying is a common theme and one taken from Earth's own insect world.
- You are the monster. The alien is actually an infection that transforms humans into something truly alien, and truly horrifying. Naturally these changelings then turn on their fellow humans. But who will be next?
- Invisible – or nearly so. Perhaps the creature has amazing chameleon-like abilities that allow it to attack as if from nowhere. Perhaps, like the 'Id Monster' in *Forbidden Planet*, it really *is* invisible (in both infra-red 'heat vision' and in normal light) and techniques must quickly be developed to determine when it is about to move in for the kill.
- It comes back to life when killed.
- It can regrow limbs and body parts at a prodigious speed.
- It can read minds, or perhaps read emotions. It may even have some telepathic or seeming mind-control powers.
- Its bite or sting has horrible consequences for the victim including, perhaps, paralysis, zombification, degenerative disease, insanity or transformation into one of the aliens.
- It can move at unearthly speeds when needed, treat the alien as having two full actions for every combat round, compared to the player characters' one action per round.
- The alien is actually a power source that can infect machines and turn ships, colonies and pieces of equipment against the player characters.
- It lives to kill. This is almost a *de facto* rule for any alien horror. In its natural environment there may be checks and balances, perhaps another predator or difficult-to-kill prey, or some kind of environmental hindrance. Out of that habitat, free of those ecological restrictions, the thing appears to be a born killer.
- The creature is usually docile, however, some element – perhaps a gas or type of energy – has unforeseen consequences that triggers a dramatic change in the alien into a cold-blooded killing machine.
- Shape-shifting. The alien can dramatically alter its size and shape to squeeze through air vents, down pipes or under doors.
- You don't dare kill it. Perhaps it has molecular acid for blood which will eat through the ship's hull or perhaps

it explodes when it dies (to release spores?).
- It consumes energy. The alien seems to get tougher and harder to kill as time goes on – it may be consuming radiation, fire, laser light etc. and only by removing that feature from the environment can the creature be killed.

There are other techniques, too, that could be employed in the crafting of the scenario. Consider a single creature rather than a horde - a lone alien fiend adds more menace to the situation. As the numbers increase, and we are thinking of the movies *Pitch Black* and *Starship Troopers*, here, the horror starts to be replaced by combat action. The trick is to find the balance. Rather than have a ravening army of these aliens, a more subtle and effective plotting technique is to have fewer, that come in discrete waves, or that behave intelligently.

Building Your Exomorph

Referees can build their own hostile creatures by selecting the values they think fit. When the referee creates an exomorph, attention must be paid to believability first and foremost, but also to lethality and surprise. Mix and match several of the tropes in the list above, and decide what kind of environment would best suit it. Where would you really *not* want to meet up with this thing? That's where your game should be set. The format for alien exomorphs is the same as for more run-of-the-mill animal encounters.

Reticulan Dragon					
Wt: 120kg	**Str:** 18 (+4)	**Dex:** 17 (+3)	**End:** 9 (0)	**Int:** 1 (-2)	**Armour:** 9
No. Appearing: Varies		**Speed:** x3 (18m/rd)			
Weapons: Teeth (2D6+2); Stinger+1 (2D6 and End roll to avoid Paralysis)					
Attack: 6+		**Flee:** 3-			
Notes: Dragons are 2m tall bipeds, with a long, muscular tail and large, curved, oblong head. There are several dorsal tubes used for sensing, or for balance. Their skin is black, and their musculature detailed and intricate - resembling an exo-skeleton.					

Mass: Weight in kilogrammes

Characteristics: Str, Dex and End; just like humans.

Int: Intelligence for most animals is 0 or 1, exomorphs may be far more intelligent.

No. Appearing: Varies, although many alien predators are solitary.

Speed: A multiplier, based on a standard animal **6m** per round.

Armour: An Armour Rating, similar to that used by body armour.

Attack & Flee: When the referee is unsure of an exomorph's reactions, he can roll to check if it attacks, if that roll fails, he then rolls to see if it flees. If neither it ignores the PCs for now.

Weapons: How does the exomorph attack, and what damage does it inflict? Some attacks might have a bonus which is added to the roll to hit in combat.

MANAGING YOUR CREW 11

HOSTILE is a table-top roleplaying game, designed to be played by 3 to 6 players with one of the players taking on the role as referee. If we use the analogy of the player characters as a 'crew' in the HOSTILE universe, then the referee serves almost as their manager. He creates the missions and doles out the rewards, he keeps the players on track and deals with any disputes or rules technicalities.

Of course the referee is actually an impartial figure whose purpose is to maximise the enjoyment of the game for everyone concerned, including himself. He will be responsible for creating the adventure, running the players through it, taking on the roles of various characters and creatures and handles any questions about the rules. Admittedly, running the game is a big responsibility but it's not as hard as it might seem, and providing a fun and entertaining game for your friends is very rewarding.

In the HOSTILE Setting book, which is the companion to these rules, the three main types of activity in this universe are presented: Work, Fight and Explore. That book also looks at injecting aspects of science fiction horror into a game session. Have a read. In this chapter, however, we are going to look at setting up and maintaining a roleplaying game based on the concept of 'crews' that were mentioned back in Chapter 3.

CREWS

The characters together make up a work crew that has a purpose, an employer and a mission. It is a game conceit, a tailor-made group of characters that begin the game with a common goal and a built-in reason to be together and to stay together. It's not enough to say 'we're just friends', the crew concept often ties player characters together through a common employer, which means that they can argue, disagree and fall out – but they're stuck with one another. Get on with it.

There are various types of crew the referee and players could choose, and their choice will determine the entire tone and content of the games they play. The available character crews are:

- Colony Work Crew
- Corporate Investigation Crew
- Roughneck Crew
- Commercial Starship Crew
- Resource Exploration Crew
- Marine Corps Squad
- Private Military Contractors

The Employer

The referee and players together should decide who they want to be and what type of crew they will represent. The introduction to **chapter 3** goes into more detail about these crews and also suggests suitable career choices for the characters within them. Once a crew type has been chosen and characters created (either randomly or by design, as the referee prefers) a decision should be made as to the crew's employer. For a starship or resource exploration crew that will be a starline, like Con-Am. For a crew of roughnecks it might be Tharsis Mining or Havermayer, for example. The employer serves an important role in assigning missions to the PCs which in turn lead to adventures. These missions put the characters into difficult situations, in remote locations without much chance of assistance or rescue.

The referee can present the mission to the crew as a briefing, perhaps delivered face-to-face in a corporate conference room, or more likely, as a terse hyperwave message delivered via the Network. The players can discuss the mission, decide on a strategy or the tools needed and then go ahead and have their characters attempt to complete it on time. The adventure is waiting for them, and the referee should have a nasty surprise up his sleeve: something's gone wrong, the situation is not as it first appears, the mission has an ulterior (and dangerous) motive; there are deadly alien exomorphs at the mission site, and so on. Should any player characters survive, they can collect their fee. Some crews, like the roughneck and starship crew, might be rewarded with bonuses payments (these options are described in the **HOSTILE** supplements **Crew Expendable** and **Roughnecks**).

Going Freelance

Some of the crew concepts work well as freelancers. The player characters are all veterans of their professions that have come together to make their fortunes outside of the corporate system. For this to work, one of the characters must be a corporate executive. This guy serves as a 'fixer', advertising their skills, contacting clients and signing contracts. He will also run the crew's accounts and handle all of their logistical needs. In effect the fixer acts as their employer or patron, but he takes a cut of the reward just like all of the other characters do. The crew's fixer gets his hands dirty too; because he needs to manage the logistics of the operation, he will be with the other PCs in the thick of the action, not sat in some New York office with picture windows across the orange-tinted, smog-shrouded metropolis. The Marine Squad and Corporate Investigator crew do not suit this freelance approach, but it is easy to imagine a crew of miners and technicians hiring out their specialist skills, or a crew of ex-Marine PMCs getting contracts to

guard a colony installation or rescue a group of miners cut off from help by alien predators.

Playing Styles

Another reason we use the crew concept is that each crew contains a complimentary mix of careers. Every gamer tends to enjoy a specific playing style. Some people are like to be in character and 'play a role' gaining a lot of pleasure from character development and interaction. Others prefer action and combat. Some players are thinkers and problem solvers finding the mental challenges of logic problems and mysteries to be their preferred style. Most of us are a mix of all of the above, in differing proportions and varying levels of interest and intensity.

As a referee, it is recommended that you bear in mind that all styles of play are valid. Look at the characters that the players have created and try to put something in the adventure to challenge each of them. The skill list is narrow enough that nearly all of the skills will have some use in deep space or on the surface of a hostile colony world; include some technical challenges, some life-and-death decision-making, some horror, plenty of physical danger including (no doubt) some combat, and where possible, add in some interaction with NPCs on other starships, or colonists caught up in the situation. This way, each member of the crew gets their chance to shine by utilising their personal skill-set.

RUNNING THE GAME

The first rule of roleplaying is to have fun. A good referee will make a reasonable effort to create a gaming experience that is fun for everyone. The following guidelines might help with that.

Assigning Difficulties

At the core of every **HOSTILE** adventure lies a sequence of tasks that the characters must accomplish in order to succeed in their mission. The referee is responsible for assigning the difficulty of these tasks and then for interpreting the outcome. The default is Average (0). Make a task average if you want a particular task to be accomplished, but not by everyone. This will high-light characters with skill levels. If you want to make a task challenging but still feel comfortable with giving the players a good chance of success, set the task difficulty to Difficult (-2). Reserve Very Difficult (-4) and Formidable (-6) for very special circumstances, such as attempting the near impossible. As the referee, you may not want to say 'no' to a player eager to attempt the near impossible, so assigning a task difficulty of Formidable (-6) is almost as good, and can create some interesting story developments and a sense of excited accomplishment should the character succeed, or fail spectacularly with an Exceptional Failure!

Modifying the Roll or the Difficulty

There are two ways of making a task easier or harder: modify the character's die roll or modify the task's difficulty. Generally speaking, circumstances affecting a character's performance, like having just the right tools for the job or being forced to improvise, apply a modifier to the die roll. Circumstances making the task easier or harder to accomplish, like a favourable or unfavourable environment or a particularly demanding task, modify the task difficulty. If a condition applies to the character - like knowledge, health, equipment, preparedness, and such -- it's usually a die modifier. It doesn't have to be too fine a line, since modifying the die roll or the task difficulty amounts to the same thing in the end: the task being easier or harder to accomplish.

Circumstance Modifiers

Some circumstances make a roll easier or harder, resulting in a bonus or penalty that is added to the check result. The referee can alter the odds of success in two ways: if a character

has help, such as good tools, competent aids or other beneficial circumstances, he receives a +1 bonus to his skill check. If a character is hampered, such as having defective tools, incompetent assistance or other negative circumstances, he receives a -1 penalty to his skill roll.

Automatic Successes

Sometimes it is just easier to assume the character automatically succeeds at a skill roll. If the character has an applicable skill and the results of the skill roll do not impact the progress of the story, endanger the character, and the actual success or failure is not interesting, just assume the character succeeds and move on. We suggest that the referee should only call for a skill or characteristic roll:

- When the characters are in danger.
- When the task is especially difficult or hazardous.
- When the characters are under the pressure of time.
- When success or failure is especially important or interesting.

Using Opposed Rolls

Opposed rolls are a great way to create tension between two individuals. Suddenly, the players can target their attention on an NPC, and that helps with immersion in the game. Should two or more characters seek to do the same thing at the same time, or to resist one another's actions, use an opposed check. The highest roll result wins.

That's Not In The Rules

Sometimes in the course of play, things come up that are not covered in the rules. When this happens, the referee is responsible for handling such a situation, making a fair evaluation of what the characters do and deciding what happens as a result. The player involved might also have some input on what the outcome might be. As the referee, you will need to quickly improvise a solution. The easiest way to do so is to simply decide if the suggested action is fun or not and if it is fun, let it happen, then throw in a complication that adds to the enjoyment of the scene.

Some referees prefer a more mechanical approach, first identifying a skill that covers the basic nature of the request, then setting a task difficulty of Average (+0) or Difficult (-2), and then letting the player attempt the task. If nothing comes to mind immediately, ask the player to tell you what skill they would use to accomplish this task. If no skill appears to work, then choose the best characteristic, and have the player make a characteristic roll. However you decide to resolve it, the key here is to quickly address the request and keep the game moving forward. Characteristic rolls are great to use in this way as a 'catch-all' method of resolving a task that has no obvious skill linked to it. For example, a character might want to decode some ancient alien glyphs on a tomb wall … make an Edu roll.

Roll a D6

A single D6 is a powerful tool. Each number has a 16% chance of coming up. If you split the rolls into 1-2, 3-4 and 5-6 then each result has a one-third chance of occurring. Split the dice into 1-3 and 4-6 and you have a 50-50 chance. The D6 is versatile and extremely useful! It is great at dramatic moments to stop and think: 'what is the worst thing that could happen right now?' Then roll a D6. On a '1' that terrible calamity occurs. This certainly creates tension, and it becomes infectious when the referee shares the possible outcome of the roll before he even picks up the D6. Sometimes the players themselves suggest the use of the roll quite by accident … 'hey, let's just hope the lights don't go out before we get to the airlock…' This comment should have the referee reaching for the D6 … 'let's find out shall we? On a '1' the power fails before you get there …'

Don't stop there. What condition is the vehicle in that the ranger has provided for the desert trip? Roll a D6: a 1 or 2 is dire, the ATV is

falling to bits and is an antique model; 3-4 it is functional; on 5-6 the ATV is top of the range. What about other situations …? What's inside the evil executive's office safe? On 1-3 a mysterious ore sample, on 4-6 incriminating evidence of his corporate embezzlement. Roll the die …

It's Just A Game – *Your* Game

Remember that it is just a game. The primary consideration is entertainment, both for you and your players – everything else is secondary to that. So if a rule, a plot, or even realism and consistency get in the way of your fun or that of your players, it is your right and duty as the referee to change it. As a referee, you, not the rulebooks, are the final arbiter in your game. This is a great responsibility but also a great freedom, the freedom to create and run an entertaining game that suits your desires and the desires of your group. If you and your players are enjoying yourself, you are doing things right, even if you are ignoring or modifying the rules and even if your game is not necessarily realistic or even self-consistent.

Bear in mind, also that there is no such thing as '**HOSTILE** canon', the setting is suggested to you for your personal use. Feel free to change the names, swap things around, alter planets, change some of the setting assumptions and so on. If you want intelligent aliens who hunt other species for sport, add them! If you want Earth to be ravaged by nuclear war, then do it. If you want there to be a full scale war raging between the three big factions – do it. Once you crack open the covers, the setting is yours to do with as you will. Add in things from movies, TV shows, books or real life – it's *your* game now.

SCENARIO CREATION

The story that a game tries to tell is called the scenario (or adventure). Sometimes the referee and players will want to play just a single scenario with a single crew – a one-off game. In this case the referee might create the characters for the game rather than let the players do it; firstly this speeds up the gameplay and allows the players to begin the scenario almost immediately, and secondly, it means that the crew and characters can be intimately tied into the plot of the scenario in a way that the leading cast of a Hollywood film might be. Contrast that to an episodic campaign (which we discuss later), where the same characters play through a different scenario each week, much like an episodic TV show.

Stories and by extension scenarios, are about conflict. This conflict doesn't have to be violent but without a struggle of some kind, there is no story, and without a story, there is no true sense of adventure. As a referee, you should make sure you have conflict, and that the player characters are directly involved in that conflict. If there isn't any conflict, you lose the impetus for action. If the player characters aren't directly involved, they are just watching the referee narrate a story rather than actively playing a game.

The Five Act Adventure

There are many ways to create a scenario for the enjoyment of the players. Zozer Games tends to use the traditional five act structure used in novel and screenplay writing, with a few shortcuts and embellishments. While novelists and screenwriters use the Five Act structure to create plot and control their characters; in **HOSTILE** it is used to set out the main building blocks of a roleplaying scenario. We cannot resolve the plot, however, that's the job of the players!

At its heart, the five act structure for scenarios depends on five major scenes or Plot Keys: the Set-Up, The Problem, the Complication, the Climax and finally the Ending or Twist. Even though this structure is based on five Plot Keys, you can easily add or subtract as many minor scenes as the scenario you're creating calls for. Don't be afraid to deviate from this pattern as you become more comfortable with adventure creation.

The Set-Up: The Set-Up is the establishing part of the scenario. The player characters have been given a mission and are about to carry it out or they are en route to the destination system which might be the focus the mission. Things are calm, expectations are laid out. This is normal life. It is important, however, to begin the scenario as close as possible to the point where the players have to start making decisions.

The Problem: The referee now introduces the problem. They might have arrived at the world they must survey or their mining and blasting has uncovered a cache of strange geodes. What follows is a sequence of challenging roleplaying situations that further escalates the plot, leading ultimately to a Plot Key that helps the players form a plan of attack for reaching the climax of the adventure. These problems can be both combat orientated but also rely on some investigation and information gathering.

The Complication: Nothing is ever as straight-forward as it seems. The PCs think they know what they are dealing with and are overcoming struggles or obstacles, but they hit a complication. Something bad happens – a major Plot Key introduces a complication to the party that sets out the fundamental narrative of the plot. They now realise what they're up against and must begin to work towards defeating the antagonist or dealing with the problem. In *Alien* this is the chest-burster scene, in *Escape From New York*, Snake finds the President's tracking beacon but he

isn't wearing it, in *Tremors*, Earl and Val are attacked by the first graboid.

The Climax: This Plot Key is the big showdown, the final conflict with the primary antagonist of this story. This scene is most often a big fight or confrontation, but under the right circumstances, it could be a social or mental challenge instead. This is the big scene where everyone should have a chance to shine. It is suggested that this scene require a challenge more complex than 'kill everything', even if it's as simple as 'kill everything *and* rescue the little girl…' If the climax is a combat scene, the location for the climax should be an interesting one if at all possible, with restrictions, problems and opportunities that will make that scene memorable. While you don't want to overdo yourself, you also want to make this scene feel more exciting or important than the other scenes in the adventure. Adding a time limit is one way to increase the tension in this scene (the reactor will explode, the pinhead bombs in your neck will detonate, etc).

The Twist/The Ending: This scene is the dénouement, where the plot is wrapped up and the characters receive their reward for their victory, or experience the consequences of their failure, on those occasions where things didn't necessarily work out. It is also the place to add a twist to the plot following the Climax. A twist is a moment of revelation within a story that throws into question all that's gone before. Often appearing at the conclusion of a story. The most effective twists feel like they came out of nowhere, but they do need to have been foreshadowed during the scenario for best effect. Hopefully you can leave clues to a twist in plain sight! Not every scenario has a twist, and not every twist will be at the end. The twist in *Aliens* is that the Queen was on-board the dropship all along. In *Moon*, Sam discovers that he is a clone. In *Soylent Green* … well, you know the twist to that one …!

Other Suggestions: When creating your own adventures, keep things dense and concise. You will find that players have a knack for complicating things all by themselves, so don't feel a need to include a lot of false leads and irrelevant details. You can always improvise the addition of extra scenes as the need arises, but it is hard to work around a large number of required Plot Keys if the players suddenly take the adventure in a totally different direction.

Where do you find an idea for a scenario? Everywhere and anywhere. In the news: the *Ever Given* blocks the Suez Canal – that could be a Forever West class bulk cargo starship in **HOSTILE** that has made a bad landing on a remote colony pad and unable to move, blocking future supply ships from landing. The PCs are a salvage crew in an O'Bannon tug sent out to try and shift the container ship. It's an urgent battle against time. TV shows, especially classic long-running shows are full of story ideas that are perfect for a **HOSTILE** crew to tackle, from *One Small Step* (ST:VOY) to *Cloverdale*, an episode of *Stargate Universe* that features hostile alien plant-life. Some scenarios from other games, including of course, that classic 2D6 science fiction game from the 70s and 80s, can also work well in the **HOSTILE** setting.

Adapting a Movie: The Lighthouse (2016)

The Lighthouse is a 2016 British psychological drama film directed by Chris Crow. In 1801, Thomas Howell and Thomas Griffith were stationed at Smalls Island Lighthouse to man the lighthouse 25 miles from land out in the Irish Sea. After a storm strands the men, they begin to suffer desperate hunger and develop cabin fever – slowly losing their minds.

Let's look at an example. Movies involving ships and seafaring seem to be easier to translate into a scenario, but don't limit yourself to them. *The Lighthouse* (2016) could easily be turned into a one-shot scenario that stands alone with its own pre-generated characters.

Let's use the small Pioneer Class Station that was published for **HOSTILE** in the supplement of the same name. It has a crew of five, three or four of which could be our player characters, with the rest being NPCs (always have some NPCs around if possible as fodder for 'the creature' or as unreliable and perhaps untrustworthy crew-members). The station could be located in an uninhabited star system such as Lambda Aurigae in the Capella Extraction Zone, where the station might orbit the uninhabited planet LW806. Perhaps it is a hyperwave relay station, part of the Network. The PCs are the crew-members and they could be left stranded when their supply ship, already 2 months overdue has to drop out of hyperspace en route and return to Earth. They have food left for one more week, yet face perhaps 6-8 weeks until the supply ship returns. The adventure revolves around trying to find a source of food on the uninhabited and unexplored world beneath them.

How do we structure this plot concept to provide some sort of narrative? Firstly, have the crew be doing something, the supply ship is overdue but not an issue yet. The fact the supply ship is overdue due to scheduling difficulties can be thrown in by the referee as a piece of background information Perhaps the station is suffering communications problems and they need to reprogram some of the comms systems, or the comms unit needs shifting to a back-up system, or the engineer needs to replace a generator …. keep the PCs busy. This is Act One: The Set-Up.

Act Two is The Problem. The comms system dies – it seems to be the transmitter dish on the exterior of the station. It needs replacing. This is a big task, involving a series of EVAs. Make the EVAs complex and challenging.

Act Three is The Complication. As soon as they get the array working, the first message they receive tells them that the supply ship has had to return to Earth. It will make another attempt and be at Lambda Aurigae in 6-8 weeks. Good luck! The players now realise what the adventure is about – survival. How much water do they have? How much food? Don't tell them … let them go and measure and check. They might even have a lot less food and water than the computer records say, but it's actually enough to support 5 people for one more week. You can explain the rules for rationing in the Hazards chapter, they can calculate their food rationing system themselves. Water might be created by the engineer from the liquid hydrogen fuel tanks if the players think of that. At some point (and an NPC can point this out) they may need to venture to the world's surface to hunt edible animals and collect edible food. Their Pioneer station will have an Orchid lifeboat, used for emergencies, that is docked at the station's dedicated shuttle port.

So, what could be the climax? This is the big challenge that the players need to overcome to get back to the station with their food and water. A top tier predator might be attracted to the area, might damage their lifeboat and force the PCs to retreat to nearby caves. How do they get out of the caves, defeat or distract the predator and get the lifeboat fixed? Let's not give the PCs any weapons on their ship other than perhaps a couple of survival rifles (a single-shot SA66; see the free **HOSTILE Tool-Kits** supplement) and let's make the predator a formidable creature, a spiky, horned version of a T-Rex, barely affected by an SA66 6.50mm round.

The Twist/Ending might simply be flying back to the station with food and water. A neat twist might be that all the food is toxic to humans! But that would be a cruel twist indeed!

MANAGING RESOURCES

One of the keys to successfully running a game of **HOSTILE** boils down to your ability to improvise when circumstances so dictate. You can certainly plan everything out for your session, to the degree with which you are comfortable. However, at some point in time, whether intentionally or accidentally, you are going to have to improvise a scenario that you did not plan in advance. Maybe the mercenary rolled poorly in that last combat, dying during the previous encounter, and the corporate executive that hired the adventurers only made the deal with him. Perhaps the party decides to pursue another adventure, which you had not yet prepared, half-way through the current one, based on a clue they found in the second encounter of the evening. Whatever the reason, you should be prepared as a referee to improvise as needed to keep the session moving.

A common misconception exists that improvisation during a game and preparation for a game are two opposed approaches. To the contrary, the more efficiently you prepare for the game, the easier it will be for you to improvise and 'wing it' during actual play. The key to efficient preparation is not deciding ahead what the characters will do (leave that to the players), but rather creating material which would both allow the players to do exciting things and which will allow you to easily set up challenges, encounters, NPCs, locations and plots that will fit the flow of the game. This might sound like a lot of work at first but is actually much simpler, the key here is to create flexible material which will fit different plot lines, different locations and different uses with ease.

Whenever an idea for whatever part of your game strikes your mind, write it down in a notebook. Later on, when you happen to have a little more spare time, look at these ideas and develop the ones you like a little bit more.

Organise a binder at home (or a folder on your computer), with different sections for NPCs, organisations, worlds, creatures, locations and plot hooks. Each thing you develop shouldn't be long, a sentence or two per item will work in most cases (remember that most stats for a character or creature will fit in a small paragraph, if not a single sentence.) Keep these well-organized and these could be used whenever you need them in-game or in short-term prep for the game. The same goes for location maps that you might sketch out.

Most of the scenario elements that you prepare, even locations or NPCs that you intended to be used in a specific plot line, should be designed in such a way that it will be easy to 'recycle' them for use in different circumstances in the event that you don't use that element in the intended plot. Players have a tendency to miss the stuff you've laboured hard to create, so be prepared to make a few changes to all the unused bits and pieces of previous adventures to use in the next one.

Improvisational Preparation

It is definitely possible to prepare in advance for improvisation. It is suggested that referees consider preparing the following for their adventure or campaign:

Names: A list of random names for NPCs, locations and vessels can serve any referee well. Take them from any source you like, your imagination, baby-name sites, random name generators, but it always helps to have a quick source of names for the people and places you have to create on the fly rather than just calling them 'this guy' or 'that ship'. That way, when the characters ask a random citizen for their name, you can easily choose one from your list, provide it to the group and then cross it off.

Locations: Keep a small collection of generic locations and encounters on hand, in case the

party decides to go in an unexpected direction. It is perfectly okay to use adventures or modules that you find online or in the products you own. If you can create a few easy-to-place encounters beforehand (starport bar, warehouse, cave system, colony outpost, etc.) then this could prove to be very useful. Your goal here is simply to have activities for the characters to do through the rest of the given gaming session. You can always recoup and plot a better strategy for this new direction the players have taken between sessions. These little scenarios just give you a delaying tactic that lets you entertain your players at the same time.

NPCs: Have a collection of stat blocks for stock NPCs, perhaps expanding on the small collection found at the back of the **HOSTILE Setting** book (as well as in some of the supplements). They can provide you with potential allies, contacts, rivals, enemies, bystanders and potentially even ready-made player-characters should the need arise over the course of the gaming session. Remember that the character format is super-short, just a string of six numbers followed by half a dozen skill names and levels.

PC Sheet: A reference sheet of the player-characters' important combat statistics can help you evaluate the impact of an encounter or challenge when you have to improvise a scenario on the fly.

Notebook: A notebook or laptop for session notes can help you capture the details you've created for your campaign or adventure, either on the fly or through early preparation. With this, you are more likely to provide a consistent and vibrant gaming experience.

Recycling Game Material

As preparation time is limited for most referees, you may find it of benefit to maximize your effective use of material and rules while minimizing the time devoted to creating new non-player characters, vessels, adventures or locations from scratch. The nature of the game is of great help here, as the rules are relatively simple and abstract; a major part of each animal, location, vessel or character is nothing but narrative, and narrative is easy to change. This is called 'reskinning'. By changing the narrative, the stat block for a veteran mercenary might be reused as a marine colonel with little or no modifications to the game mechanics.

A good example is the use of location floor plans. If, for example, you've downloaded or bought detailed floor plans for a particular location or perhaps you've found them online, you can utilize them in more than one way. If the floor plans originally detailed the hidden base of some human space pirates, you can still easily modify them to be used for a secret corporate lab, for the remnants of a research facility devastated by a natural disaster, or even for a private mansion for an eccentric corporate executive. The map can remain the same, or largely the same, but the description can change the perception of the players.

CAMPAIGNS

As we mentioned earlier, where a one-shot scenario with characters, (designed specifically to fit that story) resembles a movie, a series of linked scenarios featuring the same group of characters resembles a TV series. Quite often these campaigns are simply scaffolding to allow the players to meet up again, with the same characters thrown into an entirely new and exciting situation. This resembles a show like *The A-Team* where you could watch episodes in any order because the set-up and characters didn't change.

However, it is very easy to add an extra layer of plot, storyline and continuity that runs from one scenario to another. Not only might the characters change, but the setting itself might change around them – perhaps even due to the actions of the characters themselves! This type of campaign develops naturally with some record-keeping and plot development needed. Usually, a campaign features the following elements:

- Recurring Non-Player Characters (NPCs)
- Overarching campaign plot
- Foreshadowing and symbolism
- Setting change and development
- Character growth
- Variety of setting, tone and activities

Recurring Non-Player Characters (NPCs)

Key individuals may keep appearing in the campaign, they might be the PCs' boss, a chief engineer who checks over their ship between games, a corporate exec who is secretly paying them for regular information, a colonial marshal always sniffing around because he suspects they have committed a crime in their first scenario, and so on. Likewise, if the crew return to certain worlds, they should meet some familiar faces – both friendly and unfriendly. Should the PCs make some enemies (highly likely) then those NPCs will also appear again at some point to trouble the player characters further.

Overarching Campaign Plot

In a one-shot scenario the plot is wrapped up and done by the end of the game. In a campaign the plot may not be resolved and simply continue; or the PCs may have uncovered some secret or plan that they cannot deal with in one game. Villains will have complex schemes that the PCs may occasionally stumble upon and expose during the scenarios, fatefully bring the PCs and the villain into opposition until there is a significant showdown at the climax of the campaign. The plot may be initiated by some NPC villain, but it might also be initiated by the players themselves, perhaps they are building a business and each scenario is a building block on the way to that. Or the plot may be something setting related: a war, a plague, some unrest or political movement. These plots serve to get the PCs involved, get the players interested in a living world, and keep interest high in returning for the next game. Often, overarching plots don't need extensive development or planning before the campaign begins; a basic idea will serve and the referee will find that he develops that plot as the scenarios are played and the campaign progresses. What the characters do, where they go and how they react to the story will give the referee plenty of ideas for how to ramp up and develop the plot.

Foreshadowing and Symbolism

This high-sounding concept simply means putting in clues to the overarching plot. They might be subtle or obvious, but they serve as markers, clues for you and the players. It is easier to go backwards and link a developing storyline to an incident or object that featured in a previous scenario, than it is to make a subtle statement in the first scenario with a plan to reveal a dramatic meaning behind it in the fourth scenario. As an example, let's

say you decided that the mission was so bad their boss was fired. A few scenarios later you need a bad guy and decide to use their old boss, and you retroactively manage to explain away their early failure as sabotage by that boss. It was planned all along! That is *reverse* foreshadowing and it's much easier and less stressful than doing it conventionally. Movie makers do it all the time when they make sequels, subtly reusing elements from previous movies but imbuing them with a new context, meaning and purpose. Look at how Ridley Scott foreshadowed the original *Alien* movie in *Prometheus* by repurposing the Space Jockey's appearance as a space suit, that was reverse foreshadowing.

Setting Change and Development

If the setting doesn't change at all then it seems flat, two-dimensional and lifeless. That might be OK for *Streethawk* or *The Bionic Woman*, but these days we are used to immersive TV shows with dynamic storylines, like *The Sarah Conner Chronicles* or *The Expanse*. Things change from scenario to scenario, and this might be because the PCs are at the heart of that change, the Marines who are altering the course of a war, the corporate team that is destabilising a colony, and so on. But more likely things change more naturally in the background, a corporation goes out of business, the Marine Corps has recently occupied a space station, the starport had a huge explosion a month before the PCs arrived, or perhaps the Snakeheads recently set up a crime operation on the colony world the PCs live on.

Some of these changes might affect the player characters – many will not, but the fact that things are happening, unrelated to their lives, gives the setting believability. Now, some of those events might actually be part of the referee's overarching storyline, a little piece of foreshadowing and that briefly mentioned event will seem so much more relevant when a later scenario has them come face to face with that situation.

Character Growth

In many roleplaying games, characters are able to gain experience and their skills and attributes increase over time. In **HOSTILE** this doesn't happen. The numbers used for skill levels and characteristics are so low that increase takes years (just have a look at how long it takes to gain skills in the character creation chapter). However, characters can still grow. Their attitude to things can change, their friendships and loves shift over time, their goals and desires, too, may change. This might happen because the player wants it to happen or it might happen due to events that occurred within a scenario. So, much like the overarching story, growth adds a layer of realism and interest to the character; he isn't an unchanging 2D personality driven by one endless goal, like David Banner in TV's *The Incredible Hulk*. The knowledge and experience that the player character gains in the setting, along with the friends and enemies he makes, represents that character's growth and advancement – which, in balance, is something far more valuable than another point of Dex.

Variety of Setting, Tone & Activities

When you have a crew focussed around a single activity (mining, combat, shipping, etc.) the danger is that every scenario feels the same and ends up being boring and uninspired. For this reason it is important not to begin every mission the same way or replicate the same type of scenario. Add variety, alternate scenarios featuring diplomacy and negotiation with some featuring combat. Set some wholly in a starport or on a colony world, while setting others in deep space. Some might be more light-hearted 'on leave' scenarios, perhaps back on Earth, whilst others again might be tragic and heart-breaking. The change of location, pace and activity keeps both the referee and players interested and excited about the games they are playing.

HOSTILE

PERSONNEL Form 01/FGW/600932-D

OFFICIAL USE ONLY		
Returned	PSSS	Date

ICO UNIVERSAL PERSONALITY PROFILE					
STR	DEX	END	INT	EDU	SOC

Name

Job Title

Rank

Terms/Age
/

Nationality

Videofone No.

Attach Photo

Work History

PSYCHOLOGICAL

Profile	Stress

Training & Skills	ICO Lvl

Personal Details

List of Current Belongings

Current Balance: ($):

UCC *"Hire for Attitude"* *"Train for Skill"*

Signature:
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HOSTILE SHIP RECORD SHEET

SPACE VESSEL Form 07/GFF/498010 D

NATIONALITY	OWNER	REGISTRATION

HULL TONNAGE	HULL OPTIONS	MANOEUVRE FUEL (tons)
STREAMLINING		POWERPLANT COOLANT (tons)
ARMOUR PTS		BRIDGE DETAILS

DRIVE SPECIFICATIONS

HYPERDRIVE (pc/week)	ACCELERATION	CRUISE SPEED (MkM/Day)
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HULL PTS	
STRUCTURE PTS	

COMPUTER
ELECTRONICS

CARGO CAPACITY

DAMAGE SUSTAINED

ARMAMENT INVENTORY

CREW MANIFEST

Captain:
Pilot:
Navigator:
SensorOp:
Medic:
Engineer:

SMALLCRAFT/VEHICLES/DRONES

ADDITIONAL COMPONENTS

Signature:
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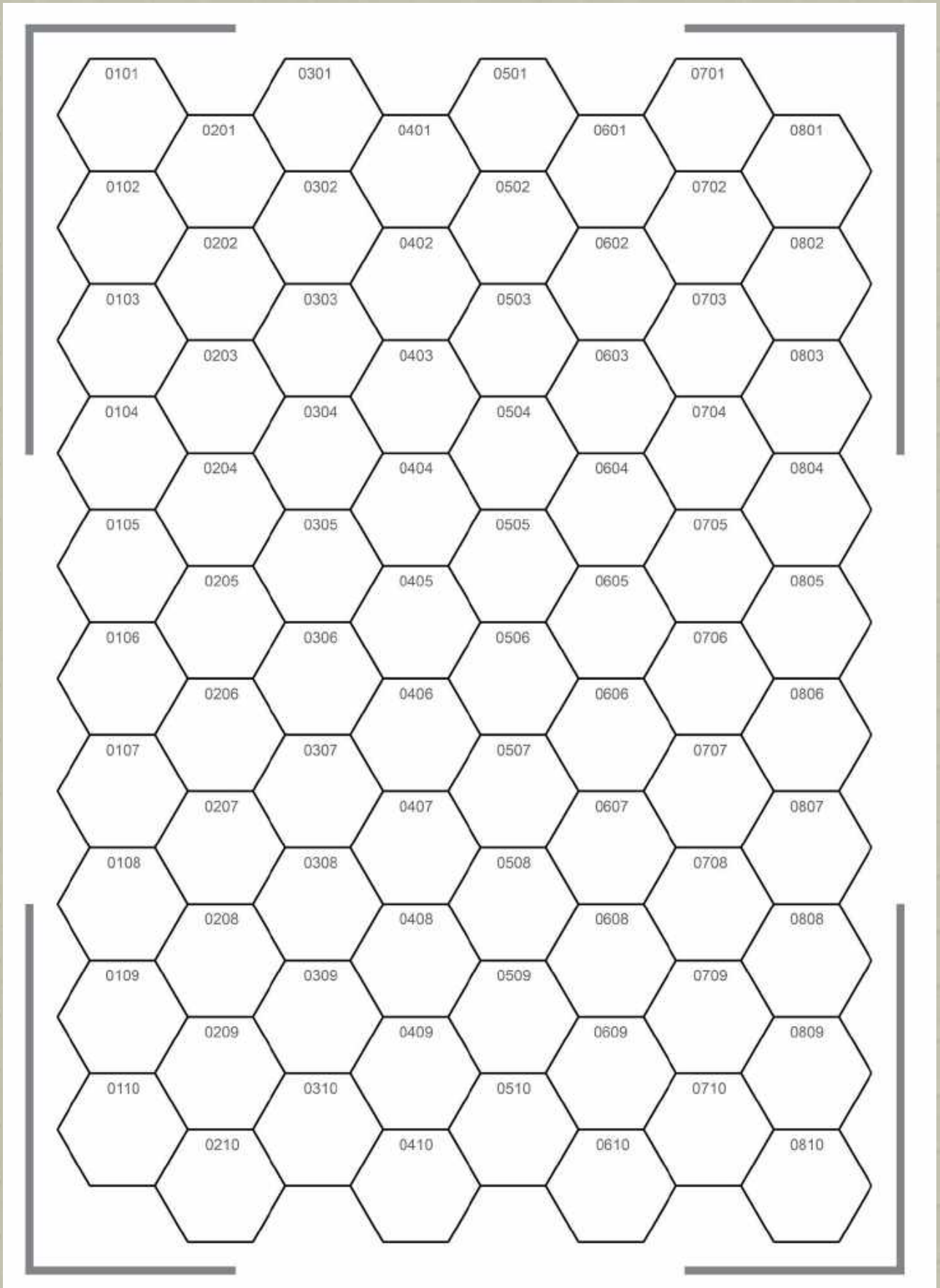
ICO

You are signing to declare your entries are correct and lawful. Check your answers!

ICO 80368-407 HOKDU-0184-E FIFTH SERIES

HEX MAP – Zone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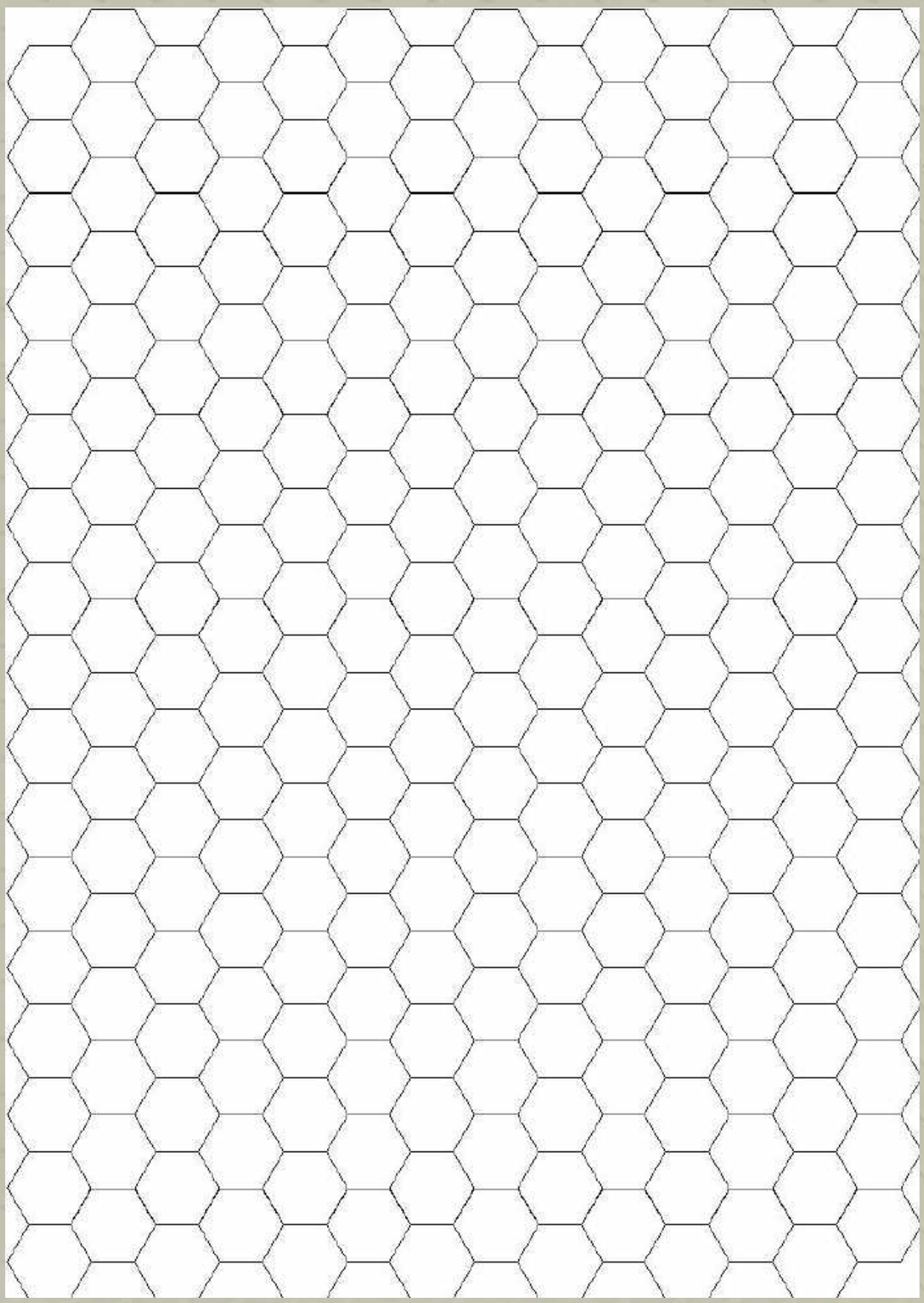
HEX MAP – GENERAL USE



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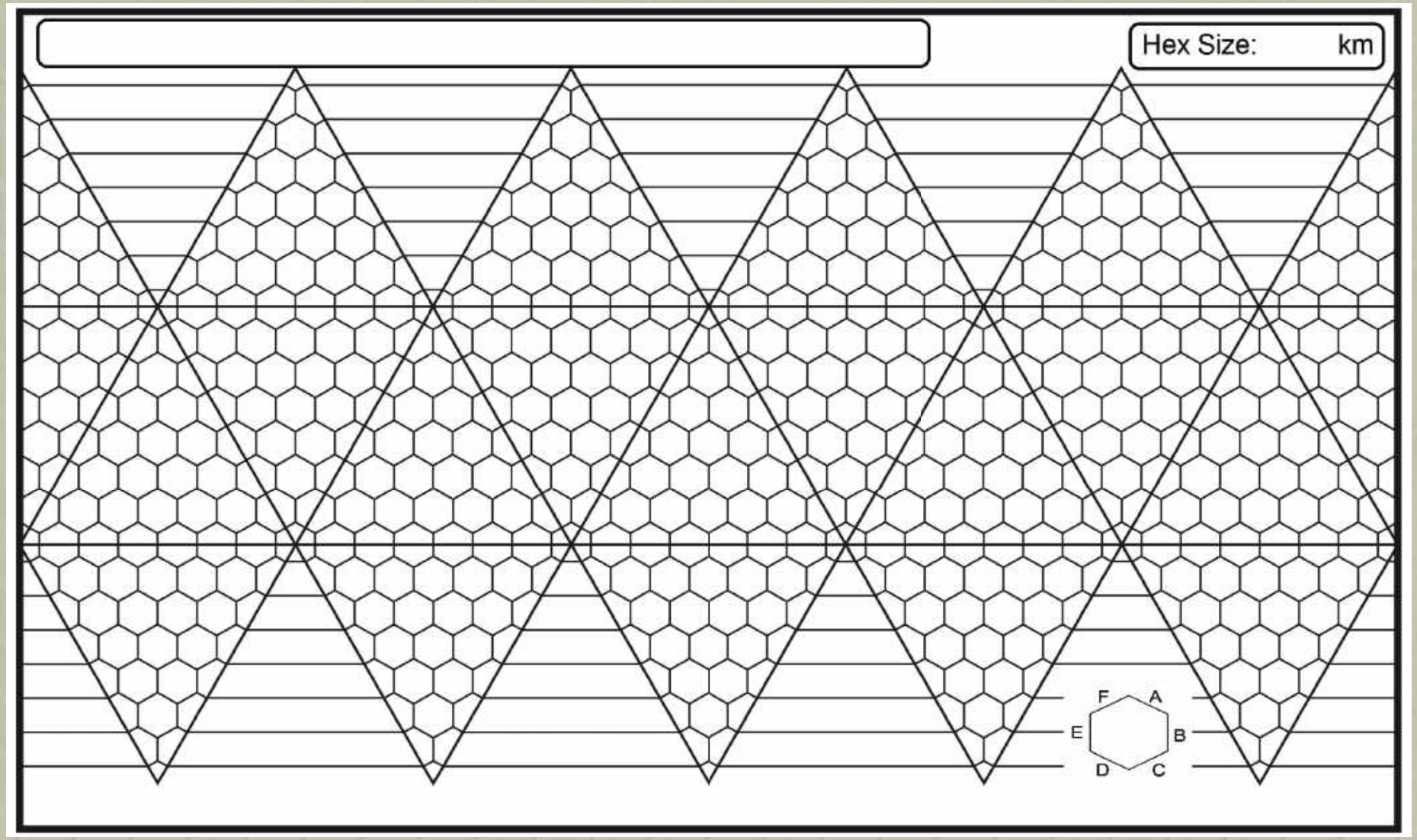
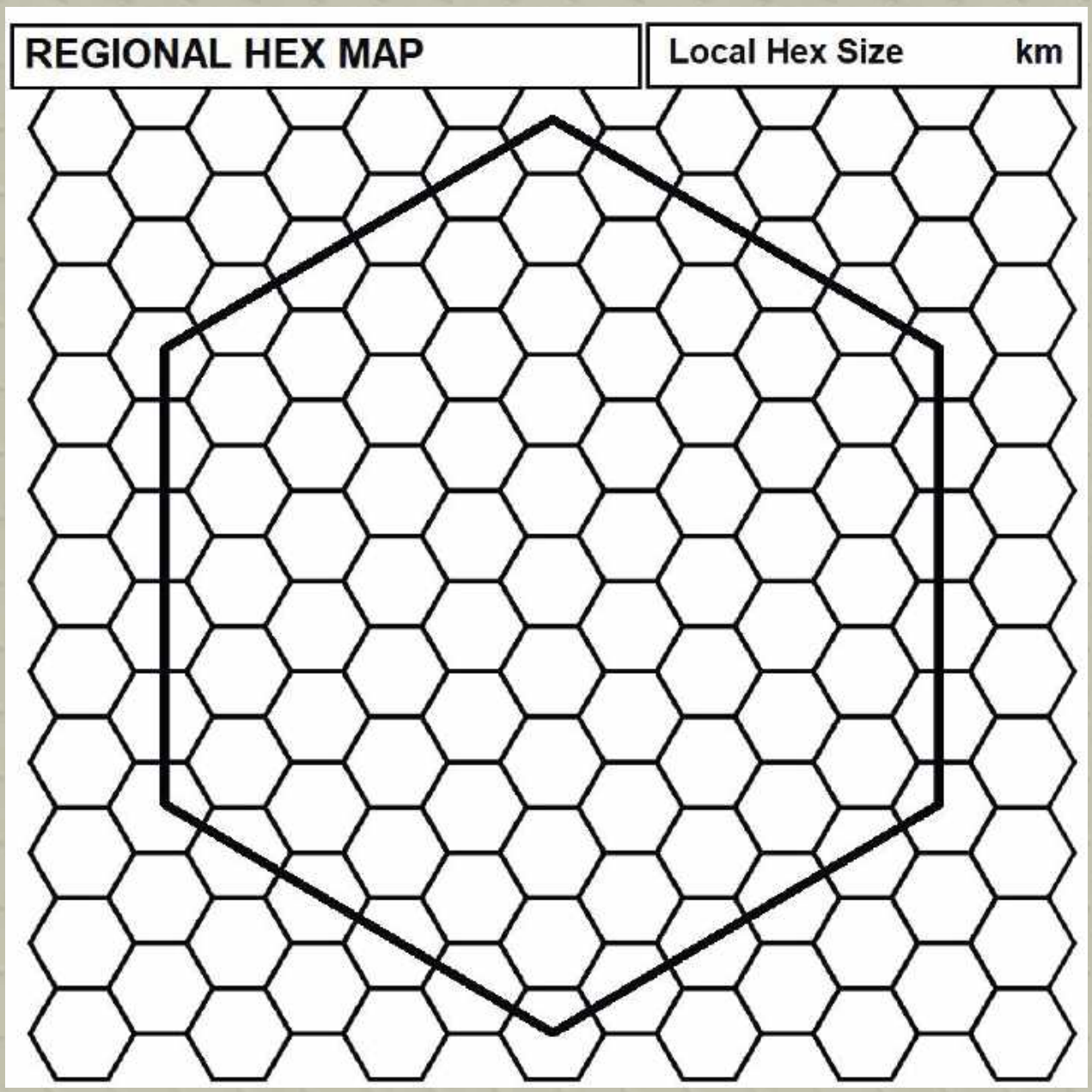


REGIONAL HEX MAP



ANIMAL FORM

Name:			Subtype:		
Wt:	Str:	Dex:	End:	Int:	Armour:
No. Appearing:		Speed:		Skills:	
Weapons:				Terrain: Hills	
Attack:		Flee:		Locomotion (W/F/S/A):	
Notes:					

Name:			Subtype:		
Wt:	Str:	Dex:	End:	Int:	Armour:
No. Appearing:		Speed:		Skills:	
Weapons:				Terrain: Hills	
Attack:		Flee:		Locomotion (W/F/S/A):	
Notes:					

EXOMORPH FORM

Name:					
Wt:	Str:	Dex:	End:	Int:	Armour:
No. Appearing:		Speed:			
Weapons:					
Attack:		Flee:			
Notes:					

Name:					
Wt:	Str:	Dex:	End:	Int:	Armour:
No. Appearing:		Speed:			
Weapons:					
Attack:		Flee:			
Notes:					

VEHICLE FORM

Name:				
SPECIFICATIONS				
Type	**dTon**	**Armour**	**Hull/Struc**	**Cost ($)**
			/	
Max.Speed (kph)	**Range (km)**	**Agility**	**Cargo (kg)**	**Crew/Passengers**

ARMAMENT				
Weapon	**Damage**	**RoF**	**Range**	**Ammo**

Notes:

Name:				
SPECIFICATIONS				
Type	**dTon**	**Armour**	**Hull/Struc**	**Cost ($)**
			/	
Max.Speed (kph)	**Range (km)**	**Agility**	**Cargo (kg)**	**Crew/Passengers**

ARMAMENT				
Weapon	**Damage**	**RoF**	**Range**	**Ammo**

Notes:

ROBOT/DRONE FORM

Name:						
SPECIFICATIONS						
Type	**dTon**	**Armour**	**Hull/Struc**		**Cost ($)**	
			/			
Max.Speed (kph)	**Endurance (hours)**	**Agility**	**Str**	**Dex**	**Int**	**Edu**
ARMAMENT						
Weapon		**Damage**	**RoF**	**Range**	**Ammo**	
CPU						
Fittings:						
Software:						
Notes:						

Name:						
SPECIFICATIONS						
Type	**dTon**	**Armour**	**Hull/Struc**		**Cost ($)**	
			/			
Max.Speed (kph)	**Endurance (hours)**	**Agility**	**Str**	**Dex**	**Int**	**Edu**
ARMAMENT						
Weapon		**Damage**	**RoF**	**Range**	**Ammo**	
CPU						
Fittings:						
Software:						
Notes:						

GAME PLAY SHEET TASKS

Skill rolls	8+
Characteristic rolls	6+
Perception Roll	8+
Attack rolls	8+

CHARACTERISTIC MODIFIERS

Characteristic	0-2	3-5	6-8	9-11	12-14	15+
Modifier	-2	-1	-	+1	+2	+3

TASK FORMAT

Dock with tumbling space-station. Pilot, Dexterity, 1D6 minutes, Difficult.

Effect	Degree of Success
-6 or lower	Exceptional Failure
-1 to -5	Failure
0 to +5	Success
+6 or higher	Exceptional Success

Difficulty	DM	Example: Driving a Car
Routine	+2	Starting it while under stress
Average	+0	Swerving to avoid a crash
Difficult	-2	Handbrake turn to throw off pursuer
Very Difficult	-4	Putting the car on two wheels
Formidable	-6	Jumping the car from one roof to another

MULTIPLE ACTIONS

A character can try to do two or more things at once, For every extra thing that the character is doing, he suffers a –2 DM to all skill checks.

OPPOSED CHECKS

If two characters are opposing each other directly in a task, then the character who obtains the highest Effect wins. For ties on opposed checks, the character with the highest relevant characteristic score wins. If the characters tie on characteristic scores, they reroll.

Time Frame
1D6 seconds
1D6 rounds
1D6 minutes
1D6 kiloseconds/15mins
1D6 hours
1D6 days
1D6 weeks
1D6 months

CIRCUMSTANCE MODIFIERS

Useful gear or tools (+1 or +2); lack of tools (-1 or -2). Other factors like sandstorm, dark, fog, heavy rain, etc. which will impose a negative DM up to -5.

AIDING ANOTHER

Task leader makes skill roll. Each helper makes the same roll. The Effect of a helper's result provides a bonus:

Successful	+1
Exceptional Success	+2
Failed	- 1
Exceptional Failure	- 2

Jack-of-Trades skill allows an unskilled character to aid another using their JoT skill as a bonus, rather than the skill required by the task.

COMBAT DATA SHEET

ORDER OF COMBAT

1st: Melee Combat
2nd: Aimed Fire
3rd: Area Fire
4th: Non-Combat Actions

COMBAT RANGE BANDS

Range	Distance to Target
Personal	Touching, less than 1.5m
Close	1.5 to 3 m
Short (Pistol, Thrown)	3 to 15 m
Medium (Assault, Shotgun)	15 to 50 m
Long (Rifle, Rocket)	51 m to 250 m
Very Long	251 m to 500 m
Distant	501 metres+

MOVE

2m/rd if attacking
9m/rd if jogging (can dodge and make perception rolls)
18m/rd if sprinting (no defence, no perception rolls)

AUTOMATIC FIRE

Rate of Fire	Number of Chances to Hit
1 shot	x 1 attack
4-round burst	x 2 attacks
10-round burst	x 3 attacks

AREA FIRE DMs

Weaponry	Bonus to Pool
Single shot	-
4 round burst	+1D6
10 round burst	+2D6
20 round burst	+3D6
Grenade	+2D6
Anti-Tank Weapon	+3D6
Tank cannon	+4D6
Airstrike/ Artillery	See Fire Support, on pg 99

Every success adds 1D6 to pool, add add-optional DMs for table. Half the total of dice if enemy entrenched.

MELEE CBT 8+

+ skill (Brawling or Blade)
+1 Strength or Dexterity DM
+ Dex DM if animal or exomorph
- defender parry (Brawling/Blade Combat)
-1 if not fighting at weapon's range

Explosions

Diff (-2) Dex roll to avoid damage if in the radius of an explosion. DMs: going prone (+1), ducking behind hard cover (+2) or occupying a trench or bunker (+4). Diving for cover means being prone and losing next action.

INITIATIVE 8+

Distance	Modifier
Short	+3
Medium	0
Long	-3
Very Long	-6

Other Factors	Modifier
Group has 8 or more members	-1
Resting/distracted/busy/unprepared	+/-1
One character has Tactics-1 or more	+1
One character has Recon-1 or more	+1
Riding in a Vehicle	+/-3
Ambush	+/-3
Visibility restricted	-2
Using High-Tech Sensors Within Range	+1

GUNFIRE 8+

Advantage	Modifier
Target in Weapon's Range Band	0
Target 1 band beyond Range Band	-2
Target 2 bands beyond Range Band	-4
Point Blank (3m or less)	+2
Aiming for one round	+1
Aiming for one round with Scope	+2
Propelled Grenade with burst effect	+1
Shotgun-Short Range (4D6 damage) -Medium Range (2D6 damage) -Long Range (1D6 damage)	+1 0 0
Target Moving, Dodging, Rushing	-1
Target in Cover, Partial	-3
Frenzy Fire	-2
Firing into Hand-to-hand Combat	-2
Autofire 4 rd burst	x 2
Autofire 10 rd burst	x 3
Firer's Str is lower than gun's Recoil	-1

Unreliability: On a 'double-2' roll, check for a jam or misfire, 7- on 2D6.

GRAPPLE Brawling 8+

Continue pinning the victim with no other effects.
Disarm his opponent. If he succeeds by 6+ he can take the weapon away; otherwise ends up on floor.
Drag his opponent up to three meters.
Escape the grapple and move away.
Inflict damage equal to 2 + the Effect.
Knock his opponent prone.
Throw opponent up to three metres for 1D6+2 damage.

GAME PLAY SHEET DAMAGE

Injury Type	Effect
Wounded	Cut/bruised, but unaffected
Injured *(End 0)*	Stunned for 1 round, but still fighting. A hit location may be temporarily disabled.
Seriously Wounded *(Two characteristics at 0)*	Unconscious, roll Av End each minute to wake. Roll Av End each hour, failure means 1pt dmg. Lose 1 pt each hour if hourly Av End failed. Requires surgery.
Dead *(All at 0)*	Dead is dead.

GAME PLAY SHEET STRESS

Stress Roll (Int) 10+

Fail? Stunned for 1 rd and temporarily lose 1 pt of Int

1st point of Int lost – Stunned for one round.
Int reduced to Half – Make an Average (0) Int Panic check; failure means rolling on the Panic Effects table.
Int reduced to 0 – The player makes Difficult (-2) Int Panic check. If successful, Int is returned to 1. If failed, roll on the Panic Effects table with a +2 DM.

PANIC EFFECTS

2D6	Description
2-4	Stunned – 1D6+2 rounds
5-6	Flee – Overwhelming drive to escape the situation for 1D6+2 rounds
7-8	Stunned – 1D6+2 minutes
9	Phobia – Stunned 1D6+2 rounds, and also develop a phobia. Pick something appropriate; each time you are exposed to it take a -2 to all Stress checks.
10	Flee – Overwhelming drive to escape the situation for 2D6 minutes
11	Stupefied – Blank, uncommunicative, unresponsive and oblivious for 1D3 days
12	Psychotic Break – Reality has no meaning, the character turns illogically on his comrades by sabotaging equipment and hampering any chance of escape or survival, even if it means the character's own death. Lasts until cured.

PENETRATION TABLE

Weapon Damage Sustained	Hull Point Reduction	No. of Rolls on Component Damage Table
1-8	1	1
9-13	2	1
14-18	4	1
19-22	8	2
23-25	15	2
26-30	30	3
31-35	52	3
36-39	76	3
40-49	100	4
50-65	124	4
66-80	148	5
81-95	172	5
Every 15 points	+24	+1

COMPONENT DAMAGE TABLE

2D6	Component Hit	Effect
2-4	**Control**	Control is affected, apply a -1 on driving or piloting rolls. In addition, an immediate Average roll to retain control of the vehicle must be made.
5-6	**Speed**	Speed is affected. Lower the vehicles speed by -20%.
7	**Breach**	A hole is punched into the hull, and if an aircraft or ground vehicle, then 1-3 crew/passengers suffer 1D6 damage. Aircraft above 12,000' altitude will suffer rapid depressurization. A breached watercraft will begin to take on water.
8	**Occupants/ Cargo**	Either 1-6 passengers are injured and suffer 3D6 damage each (subtract personal armour from this damage if applicable) OR up to 500kg of the vehicle's cargo is destroyed or badly damaged.
9	**Weapon**	One of the vehicle's weapons is disabled and may not fire. On a 1D6 roll, a result of 4-6 indicates that a gunner in that station (if one exists) also takes 3D6 damage.
10-11	**Electronics**	One or more of the vehicle's internal electrical systems is destroyed, commonly computer system, communications, radar, navigation, etc. Also roll 1D6, on a result of 5-6, there is a small internal fire.
12	**Driving Compartment**	The driver's area is hit, injuring the driver/pilot who suffers 3D6 damage. If still conscious, he must make an immediate Difficult drive or piloting roll or lose control of the vehicle and crash.

A watercraft hit by a torpedo will have a Breach result as its first damaged component.

VEHICLE WEAPONS

Vehicle-Mounted Weapon	Damage	ROF	Range Band	Typical Ammunition
Light Machinegun	3D6	10	Long	100
Medium Machinegun	3D6+2	10	Long	250
Heavy Machinegun	4D6+2	10	Long	250
Lt Rotary Machinegun	3D6	20	Long	500
Med Rotary Machinegun	3D6	20	Long	500
Hvy Rotary Machinegun	4D6+2	20	V/Long	500
Auto Coilgun (12mm)	4D6+2 AP	20	Long	100
Light Autocannon (20-25mm)	6D6 SAP	6	V/Long	200
Heavy Autocannon (30-40mm)	7D6 SAP	6	V/Long	200
Lt Rotary Autocannon (20-25mm)	6D6 SAP	20	V/Long	500
Grenade Launcher	5D6 AP2	1	Long	6
Automatic Grenade Launcher	5D6 AP2	4	Long	30
Light Mortar (60mm)	3D6+2 HE2	1	V/Long	12
Medium Mortar (80mm)	4D6 HE4	1	Distant	10
Heavy Mortar(100mm+)	5D6 HE6	1	Distant	8
Multiple Launched Rocket Artillery	9D6	10	V/Distant	10
Missile Man Portable Disposable	8D6 AP2	1	Rifle	-
Missile Light Anti-Tank	9D6 AP2	1	V/Distant	-
Missile Medium Anti-Tank	10D6 AP2	1	V/Distant	-
Missile Medium Anti-Aircraft	9D6	1	Extreme	-
70mm Strafing Pod	8D6 HE	6	V/Long	6
Artillery Missile Pod	8D6 HE	10	Distant	10
Torpedo Smart	12D6	1	V/Distant	-
Gatling Laser	6D6 AB	4	Distant	-
Pulse Laser Cannon	9D6 AB	1	Distant	-
Plasma Gun Man Portable	10D6 AB	1	Long	38
Plasma Cannon	14D6 AB	1	V/Long	100
Light Railgun	8D6 AP2	1	Distant	80
Medium Railgun	13D6 AP2	1	V/Distant	50
Artillery Railgun	12D6 HE6/AP	1	V/Distant	100
Starship SRAM Anti-Armour Missile	9D6 AP2	1	Extreme	1
Starship SRAM Nuclear Missile	10D6 AP2	1	Extreme	1
Starship Pulse/Beam Laser	9D6 AB	1	Extreme	1
Starship Railgun	11D6 AP4	1	Extreme	1
Starship Particle Weapon 50-tons #	14D6 HE6	1	Extreme	1
Starship Particle Weapon 100-tons #	17D6 HE6	1	Extreme	1
Starship AKV Kinetic Kill	12D6 AP2	1	Any	1
Starship AKV Thermobaric	16D6 HE6	1	Any	1
Starship AKV Nuclear £	14D6 HE16	1	Any	1

High Level Radiation, 3m burst radius
£ Extreme Level Radiation, 160m burst radius

SHIP COMBAT DATA SHEET

Band	Distance	Example
Close	< 10 km	Visual, docking
Short	10 – 1250 km	Low orbit
Medium	1250 km – 10,000 km	Same hemisphere of a planet
Long	10,000 km – 50,000 km	High orbit, transiting planetary space
Very Long	50,000 km – 500,000 km	Out to a planetary moon
Distant	Beyond 500,000 km	Break-off, cannot lock-on or target

Weapon System	Optimal Range	Damage
Pulse Laser	Short	1D6+2
Beam Laser	Medium	1D6
Railgun Barbette	Short	3D6
Railgun 50-ton Bay	Short	4D6 (4-shot burst)
Railgun 100-ton Bay	Short	5D6 (10-shot burst)
Particle Beam 50-ton Bay	Long *	6D6
Particle Beam 100-ton Bay	Long *	9D6
SRAM Missile Rack	Any	1D6 (2D6 nuclear)
SRAM 50-ton Bay (x12)	Any	1D6 (2D6 nuclear)
SRAM 50-ton Bay (x24)	Any	1D6 (2D6 nuclear)
AKV Barbette Launcher	Any	4D6 (6D6 nuclear)
AKV 50-ton Bay (x3)	Any	4D6 (6D6 nuclear)
AKV 100-ton Bay (x6)	Any	4D6 (6D6 nuclear)

* Cannot fire at Short Range or Less

STARSHIP COMBAT DAMAGE

Weapon Damage Sustained	Hull Point Reduction	No. of Rolls on Component Damage Table
0 or less	-	No damage
1–4	-	1
5–6	1	1
7–8	2	2
9-16	6	2
17–24	10	3
25–32	18	3
33–40	30	4
41+	42	4

SHIP COMPONENT DAMAGE

2D6	Starship Hit	Small Craft Hit
2	Breach	Breach
3	Power Plant	Power Plant
4	Hyperdrive	Hold
5	Weapon	M-Drive
6	Manoeuvre Drive	Small Craft Fuel
7	Fuel	Manoeuvre Drive
8	Hold	Crew
9	Crew	Weapon
10	Sensors	Sensors
11	Armour	Armour
12	Bridge	Cockpit

SHIP COMBAT CREW ACTIONS SUMMARY

Captain

Support Crew: Av (0) Leader roll. Use Effect points (min 1) to distribute to crew for the next round.

Navigator

Outmanoeuvre: Diff (-2) Navigation roll, gives DM+2 next Advantage roll.

Pilot

Evade: V/Diff (-4) Pilot roll (+Ship Thrust), reduces enemy missile attacks by Pilot skill this round.
Attack Vector: Av (0) Pilot roll, gives bonus points to distribute to gunners equal to Effect.

Sensor Ops

Jam Sensors: Av (0) Comms roll (add difference in sensor DMs), reduces enemy attacks by Comms skill this round.
Target Specific Location: Diff (-2) Comms roll to allow a weapon operator to select a system to aim for on enemy ship.

Engineer

Damage Control: Av (0) Engineering or Mechanical roll to temporarily repair a damaged system.
Overcharge Weapon: Av (0) Mechanical roll to boost a laser or particle gun by +1, till end of combat.
Redline Engines: Av (0) Engineering roll to increase Thrust by 1G for one round.

Weapons Operator

Fire Weapon: Av (0) Gunnery roll; +1 double turret, +2 triple turret, -2 if not at optimal range.
Launch Missiles/AKV: Roll (+2) Gunnery roll to lock salvo on, - enemy jamming. Hit next round, on 6+ (add salvo DM).
Shoot Down Missiles: Av (0) Gunnery roll to inflict a DM penalty on the missile attack roll. Failed roll reduces DM by 1.
Launch CMLs: Ro (+2) Gunnery roll which inflicts a DM-2 on incoming laser/particle beam attacks that round. Each CML blocks against one enemy ship.

Number of Point Defence Laser Weapons	DM to incoming missiles
1	-1
2-4	-2
5-7	-3
8+	-4

Missiles in Salvo	Attack Modifier
1	0
2	+1
3	+2
4	+3
6	+4

RADIATION HITS

1D6	Radiation Hit
1	Lucky escape – no radiation damage
2	Crew Radiation
3	Crew Radiation
4	Sensors
5	Crew Radiation
6	Critical Crew Radiation

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HOSTILE

What would an ocean be without a monster lurking in the dark? It would be like sleep without dreams.

– Werner Herzog

HOSTILE Rules is a companion volume to the HOSTILE Setting book; together they form the HOSTILE roleplaying game, a nail-biting tabletop experience of sci-fi horror and gritty survival in a harsh futuristic setting. The game is inspired by movies like Outland, Moon, The Thing, The Abyss and Alien.

The HOSTILE Rules introduce the concept of roleplaying with plenty of advice on running scenarios and campaigns, there are rules for creating blue-collar characters, distant off-world colonies and exotic alien animals. Life in space is explored and rules provided for task resolution, firefights and space combat. Crucial to the setting is a chapter on hazards, survival and everything that is trying to kill the characters, from deep-sea decompression to poison atmospheres and radiation.

Step out of the airlock. Sure it's dangerous - but that's what they pay you that huge bonus for ... right?

Requires a copy of the HOSTILE Setting book, to play.

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